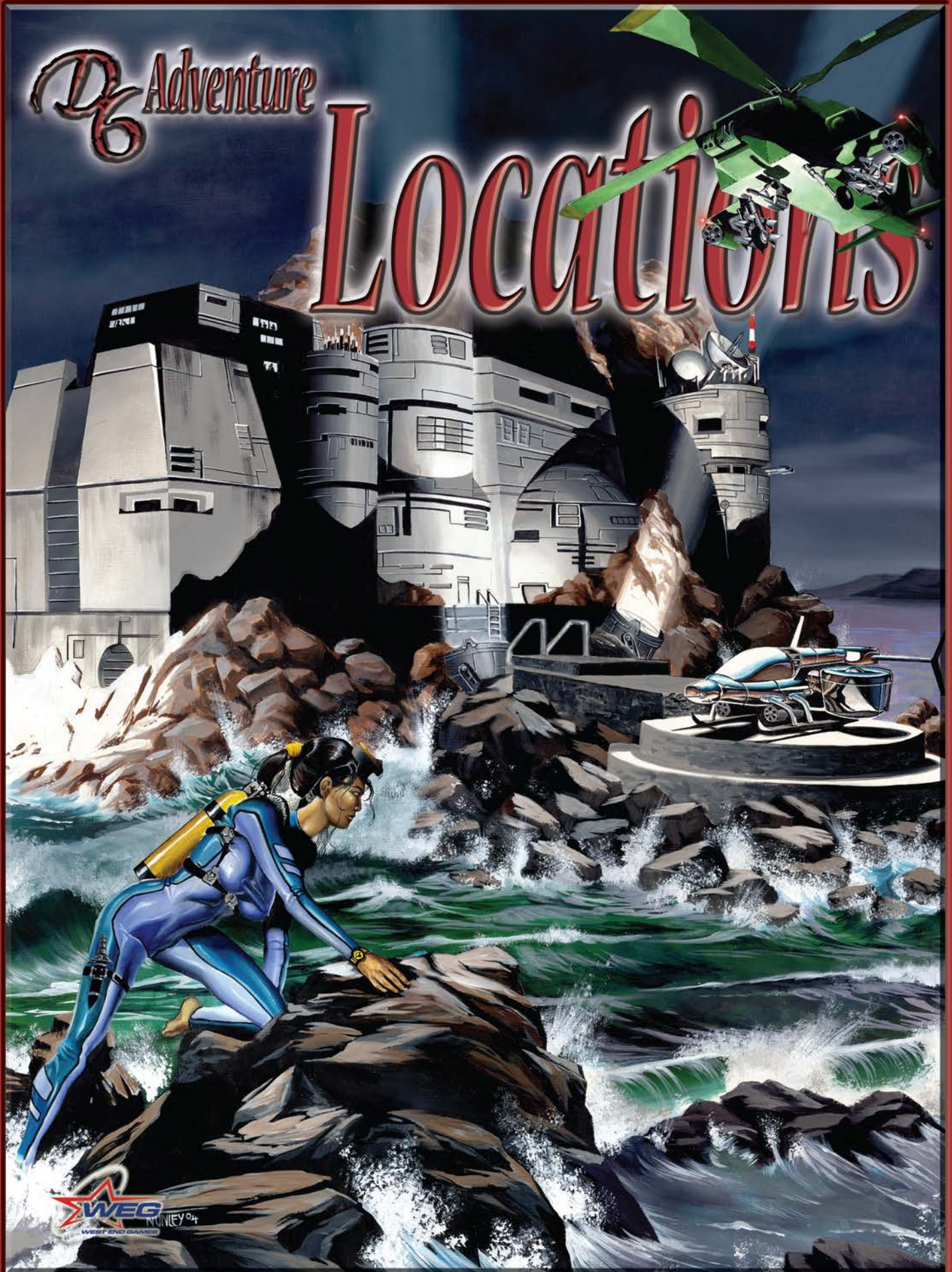


*D&A* Adventure

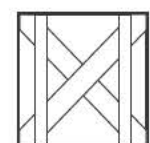
# Locations







# Adventure Locations



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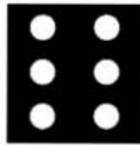
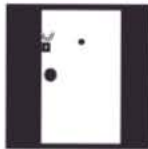
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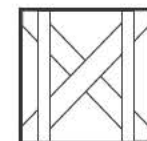
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# Introduction

From the mundane to the exotic, our correspondents have brought together well over two dozen locations, useful for filler encounters, adventure destinations, or campaign backdrops. All entries specifically relate to North American places, but those in other parts of the world should be able to use many entries with only small changes due to local customs.

To get the most out of this book, you'll need the *D6 Adventure Rulebook*. However, game mechanics are at a minimum, so players of other systems should find the maps and location descriptions of some use in their campaigns.

Each entry starts with a generic explanation of the location, followed by one or more subsections that provide further details about the area. These subsections include "Don't Miss ...," "Things to See," "People to Meet," and "Things to Do."

## Don't Miss ...

Describing one example location, this section gives gamemasters a version of the area suitable for quickly inserting into an adventure. Alternatively, gamemasters can use the example as a source of inspiration for designing their own locations.

## Things to See

This section offers a quick list of items (generally of the moveable variety) commonly found in the location. They're a mere sampling of possible items, to get the gamemaster started on a few believable details. Some of the items on the list may not be appropriate for certain settings (for example, while "video cassettes" are given in the generic library's list, a Wild West library would not contain them.) The exact placement, number, and effects of the items are left to the gamemaster.

Should the characters wish to use items in a destructive manner, gamemasters can follow these guidelines: Hard objects generally give a +1, +2, or

+1D bonus to Strength Damage, and they have a maximum throwing range of the character's lifting roll (plus any relevant Special Ability bonus). Their Toughness generally equals 2D.

Light items don't inflict any damage, but they can be distracting. The target of a successful attack has increased difficulties for the rest of the round and all of the next. (The modifier should also lower the initiative roll.) The difficulty modifier can range from +1 (for example, from an empty cup) to +5 (for example, from a cup filled with hot coffee).

To be effective (and thus inflict the modifier), light items may be tossed no more than two meters. However, some items are more aerodynamic (which means that they'll go farther when tossed), and all items (including heavy ones) can be dropped from a distance.

## People to Meet

This section provides tips on possible skills and attributes associated with gamemaster's characters for the location. For further details on creating gamemaster's characters, see page 123 of the *D6 Adventure Rulebook*. For a list of generic people, animals, and monsters, see pages 126–127 of the rulebook.

When you need a filler character or a base to modify, use the following game characteristics.

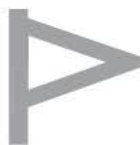
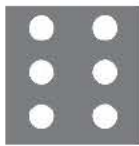
## Generic Person

Reflexes 2D, melee combat 2D+1, Coordination 2D, piloting 2D+1, throwing 2D+1, Physique 2D, lifting 2D+1, running 2D+1, swimming 2D+1, Knowledge 2D, business 2D+1, scholar 2D+1, tech: computers 2D+1, Perception 2D, streetwise 2D+1, Presence 2D, persuasion 2D+1. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 10/*Wound levels:* 2.

## Things to Do

Wrapping up the location, this section gives one or more scenario hooks or seeds. Not necessarily related to the example location, they show some ways to incorporate that type of location into a gamemaster's own campaigns.





# Airport

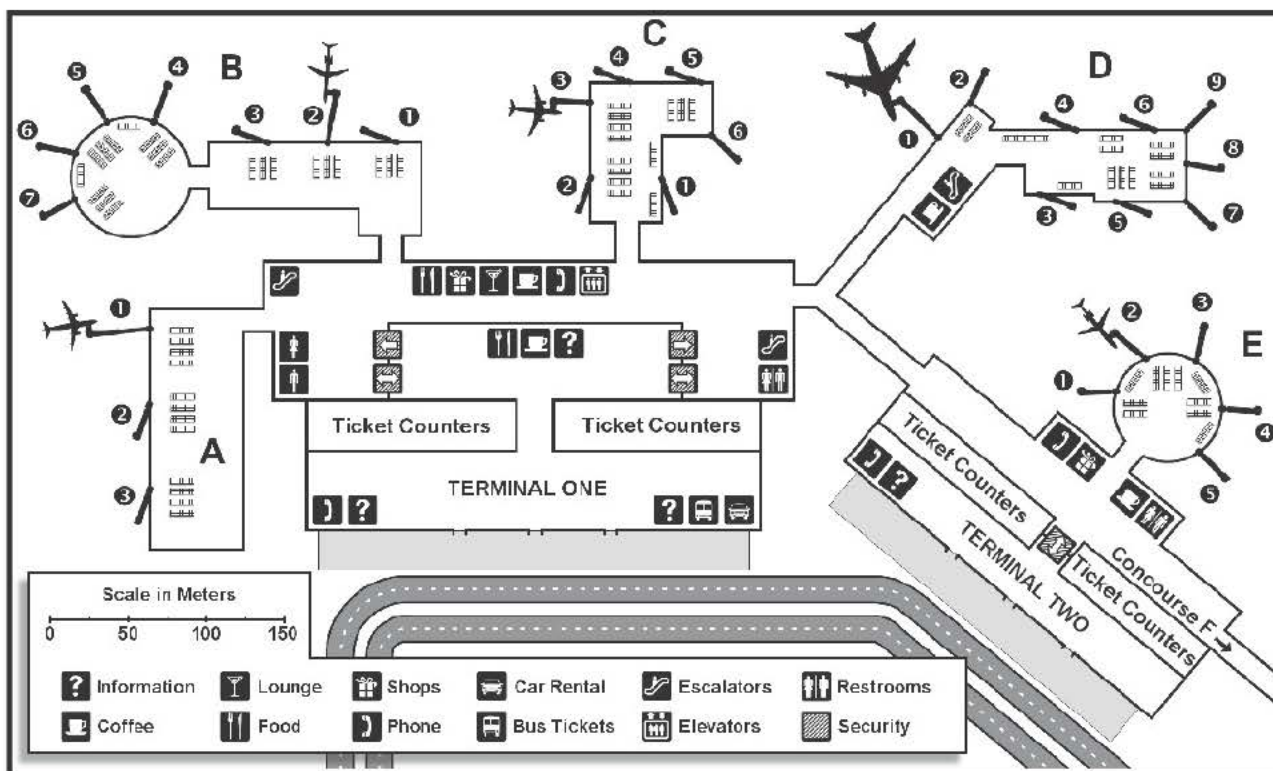
Although airplanes had been flying (and landing) for years, the first “air-port,” as a reporter dubbed it, opened in 1919: Bader’s Field in Atlantic City. Since those humble beginnings, air travel has become commonplace, and today the largest airports handle about 60 million passengers, and almost a million takeoffs and landings, a year. Airports have grown to accommodate the needs of flyers, adding goods and services to make the act of waiting, departing, and arriving more enjoyable (or at least profitable). In modern times, prices in airports are notoriously inflated (+2 difficulty to all *Funds* rolls), although some airports in larger cities proudly proclaim their airport prices are no greater than their city counterparts — critics point out that larger cities already have inflated prices.

Small airports will always have a place to eat, a newsstand or other periodical vendor, and usually a

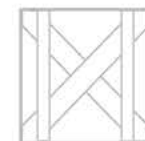
bar. Large airports have goods and services similar to a mall (see the “Mall” entry); particularly common are bookstores, specialty food items (especially luxury foods), gadget shops, luggage stores, and general gift shops. However, anything that can obviously be used as a weapon will be unavailable in airport stores. Airports also have shops and services unique to them, providing services such as chair-massages and Internet connectivity.

Airports before the 1960s were relatively open; so long as nothing was obviously amiss about someone, they could get aboard a plane (Easy *disguise* or *con* roll to bypass security). In the 1960s and 1970s, however, security took the forefront (Moderate *disguise* or *con* check to slip through); in an era where terrorist threats are a real danger, security measures have become extremely vigilant (Difficult to Very Difficult *disguise* or *con* check, depending on the airport).

In a Weird West or steampunk game, the airport would probably be a field where steam-powered aero-planes and ornithopters make their questionable landings; the building would probably represent the standard type of its genre, from Western ramshackle wooden buildings to Victorian opu-







lence. In pulp and 1950s-era games, airports were simple but comfortable; flying was an expensive proposition (Difficult *Funds* roll), and airports generally resembled luxury hotels. Security in this time was virtually nonexistent. From the 1960s and beyond, the world became more dangerous at the same time flying became more affordable. Airports became more Spartan, while security was put in place. In a near-future campaign, airports will probably vary depending on the cost of air travel and security needs; if dirt-cheap tickets become plentiful, airports might resemble noisy, gritty bus stations, while the return of air travel as a luxury would undoubtedly mean nicer terminals. Regardless, in a more dangerous future, airports might come to resemble military- or police-controlled complexes.

## Don't Miss ...

When Cuprum Regional opened in 1930, its five gates were deemed overkill by many in the local media. After all, why would more than five planes ever need to land in the tiny region at the same time?

That all began to change in 1964, when LWH Electronics chose the area for its transistor manufacturing plant, transforming the region into a fledgling high-tech industry leader. At that point, traffic into the region increased, and the airport changed its name to Cuprum International and added another six gates in another building wing (later remodeled to nine gates).

After 1978's Airline Deregulation Act, Omega Airlines selected the airport as its hub, and six

years later, construction was complete on Cuprum-McKinley International.

Although not the busiest or unfriendliest airport in the world, Cuprum-McKinley is still confusing to first-time visitors, to the extent that an award-winning book and resulting movie entitled *Caught in Cuprum* used the airport as a metaphor for being lost and harried.

Although many regarded Cuprum-McKinley as being in decline in the late 1990s, the airport used post-terrorism upgrades to rededicate itself to enhancing the flying experience. Its advertising campaign — “Come From Cuprum Happy” — has proven successful. It currently employs a team of dedicated, uniformed problem-solvers, called Cuprumites, who can be seen running full-tilt through terminals or driving carts. The current leader of this team, the charismatic Sandra Joule, has a reputation for solving impossible problems.

In modern times, Cuprum-McKinley has consciously kept itself less packed than other larger airports, eschewing dozens of duplicated cafes and shops for fewer, strategically placed locations. The remaining open areas keep claustrophobia to a minimum, while rest areas of comfy chairs and exotic plants help soothe frazzled nerves. Critics complain that contraband could be hidden in these areas, especially among the plants, permitting illegal goods or other substances to pass from one flyer to another. However, to date, authorities claim there is no evidence this has happened, despite the fact it handles over 400,000 flights and almost 24 million people a year.

## Things to See

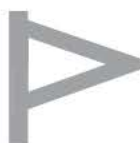
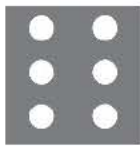
- ✦ Plastic seats in gray or blue, connected on bars in groups of three to six
- ✦ A line of white rocking chairs or small groups of light colored overstuffed club chairs along wide hallways and near large windows
- ✦ Light gray plastic tubs, about half a meter long, by the personal security checkpoint, for putting in large personal items, plus little white plastic bowls for smaller items
- ✦ Black, heavy plastic posts with elastic line guides

## Adjusting the Airport

To simulate a smaller airport with this map, simply “chop off” sections, and rename gates accordingly. Cuprum Regional consisted entirely of Gate E in the 1950s (labeled Gate A), while Cuprum International encompassed Gates D and E (called Gates B and A).

If a larger airport is required, include additional gates and concourses, from Concourse F and beyond.





- ✦ Metal pushcarts for wheeling around oversized luggage
- ✦ White styrofoam cups of hot coffee
- ✦ Colorful bags of snacks
- ✦ Postcards in slots on spinning racks
- ✦ A cart selling sunglasses with a variety of tints and frames
- ✦ Bottles of wine and beer for sale
- ✦ Shelves of national and local newspapers and magazines and softcover versions of popular books
- ✦ Black or silver trash receptacles (most at least one-quarter to three-quarters full of the remains of various things sold in the airport)
- ✦ Backlit advertisements a few meters square for local and national services and products (financial institutions, phone service, furniture, software, etc.)
- ✦ Rectangular luggage in blues, greens, browns, and grays in a variety of sizes
- ✦ Purses and briefcases in various colors
- ✦ Pay phones in small cubicles

## Things to Do

✦ The players' characters learn that a nefarious person might have found a way to construct a bomb out of nonmetallic parts that do not register as explosive. Is this all a hoax to discredit the heroes? And if not, can they convince the authorities to help them ... without panicking the airport?

✦ While in pursuit of an infamous villain, horrible weather forces the players' characters' plane to land at the airport. While there, they realize: The weather means the villain couldn't make his flight out of the airport, either! Can they find and capture the bad guy amid thousands of travelers — either with or without the airport's help — before the weather improves and he escapes?

# Amusement Park

## People to Meet

Most airport employees have 2D in their attributes, although 3D in *Presence* is common. Given the service-oriented nature of the field, people-placating skills are often needed — mostly *charm* and *persuasion*. Security guards (*D6 Adventure Rulebook*, page 126) and federal aviation agents wander the halls and check passengers and their luggage in the screening areas. Air marshals have characteristics akin to security guards and have Authority: Law Enforcement (R3). Pilots are common in an airport, and they would possess +3D or more in *piloting: aircraft*.

**Airline Ticket Counter Representative:** Reflexes 2D, Coordination 2D, Physique 2D, lifting 2D+2, running 2D+1, Knowledge 2D, business 2D+1, scholar: airlines 2D+1, tech: computers 2D+1, Perception 2D, streetwise 2D+1, Presence 2D, charm 2D+1, persuasion 3D, willpower 3D. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 10/ *Wound levels:* 2.

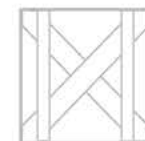
Amusement parks are fascinating places, designed strictly to entertain. Some are generic, while others have a theme, like pirates or medieval times, which all of the rides, games, and employee uniforms match. Some are massive, sprawling places, while others are tightly packed little park. They could be located on the outskirts of the city, out in the country, or (more rarely) nestled in between skyscrapers and office buildings.

Most often, they have rides and games. The rides can be massive open-air structures, like a roller coaster or a Ferris wheel, or less thrilling but more atmospheric rides like the Tunnel of Love. Funhouses are also common — these are similar to rides, in that people wander through them and are entertained by their surroundings, but in a funhouse, people usually walk through (instead of being transported), and the idea is to be scared, surprised, or confused. The attractions could be brand-new, comfortably worn, or completely run down, or different attractions might be in different stages of repair or development.

Games are either games of skill, like the ring toss or the waterguns, or games of chance, like Spin the







Wheel. Some amusement parks still have old carnival attractions as well. These can be little games like Guess Your Weight or Strongman (where the participant tries to hit the target with a mallet and make the indicator to strike the bell at the top of a measuring pole) or sideshows with strange sights like the Bearded Lady and the Serpent King (which are becoming more rare in the twenty-first century).

Parks that exist as permanent fixtures are more likely to offer a variety of rides, games, funhouses, and the like. Traveling shows, however, could still have Ferris wheels and some other rides, but might not have roller coasters, and most of its rides and booths would be smaller and more portable)

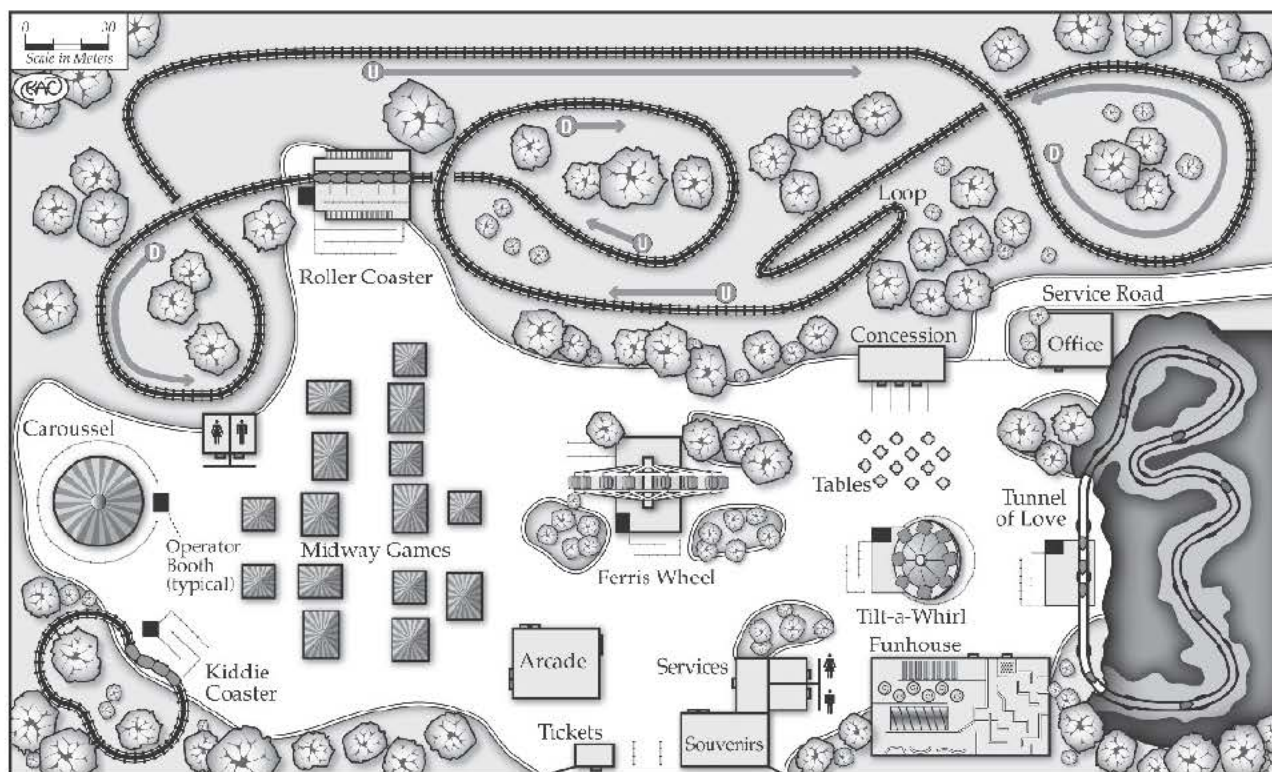
Amusement parks want people to come and spend the entire day there, so they provide bathrooms, benches for taking a break, and concessions. The food can range from surprisingly good to barely edible, but it's rarely fancy and generally consists of things people can eat while walking around — slices of pizza, hot dogs, hamburgers, cookies, and ice cream are the most common. Some amusement parks charge an entrance fee, which includes all of the games and rides. Others charge nothing

to walk around, but each game and ride has a separate cost.

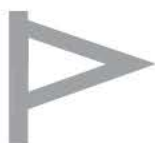
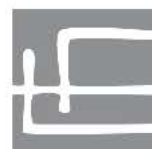
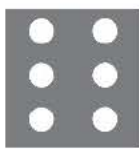
Traditionally, the amusement park is a place to take the whole family, to go on a date, or to go hang out with friends from school. People rarely go alone, unless they are meeting someone else there. Because the park is filled with sights and sounds, it is an easy place to get lost — or to do something without being noticed. Teenagers often take advantage of this to steal candy or pull pranks, but adults also use the park's cover for affairs, drug deals, and anything else they do not want to be seen. Even though amusement parks are supposed to be fun, some actually feel a bit sad, if the place is run-down and barely making money, or even sinister, particularly traveling shows.

## Don't Miss ...

The Happy Time Amusement Park was built on a large square lot. It has a massive, aging roller coaster along the back end, a ramshackle House of Mirrors and a cheesy Tunnel of Love on one side, a brightly








**Bring this coupon to  
Happy Time  
Amusement Park  
for one free bag of  
popcorn with your paid  
admission to the park.**

Only good at participating locations. Offer  
may be withdrawn at any time without  
notice.

painted merry-go-round and other kiddie rides on the other side, a peeling Ferris wheel at the center, and a small, sagging ticket stand right in front. The park also has a concessions stand and several game booths (like Whack-a-Mole), plus a pair of small but clean bathrooms. The manager's office is along the same side as the funhouse, back toward the corner and near the roller coaster. An access road enters between the manager's office and the roller coast, and then loops around. Once upon a time, this was a wonderful park, and everyone came here on the weekends and in the summer evenings. But it has definitely seen better days, and now it's just a sad reminder of its own former glory.

## Things to See

- ✦ Bags of yellow popcorn
- ✦ Wands of light-colored cotton candy

- ✦ Red hotdogs on white buns, slathered with mustard, ketchup, and sweet pickle relish
- ✦ Wide slices of thin, greasy pizza
- ✦ Waxed-paper cups of fizzing soda pop
- ✦ Brassy arcade and video tokens
- ✦ Dustpans and brooms
- ✦ Green trash barrels mostly filled with crushed cups and half-eaten food
- ✦ Backpacks and purses
- ✦ Baby strollers (sometimes with babies in them)

## People to Meet

Most amusement parks have ticket-takers, booth attendants, roustabouts (workers), barkers (salesmen), security, and the manager. Everyone should have at least one pip in *con* or *charm*, and everyone except security has one pip in *business*. The barkers have +2D or more in *con* or *charm*, and the manager has +2D in *business*. See page 126 of the *D6 Adventure Rulebook* for the game characteristics of security guards.

**Roustabout:** Reflexes 2D, brawling 2D+1, climbing 2D+1, Coordination 2D, throwing 2D+2, Physique 2D, lifting 3D, running 2D+1, Knowledge 2D, business 2D+1, scholar: amusement park 2D+1, Perception 2D, streetwise 2D+2, Presence 2D, charm 3D, con 3D. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 10/*Wound levels:* 2.

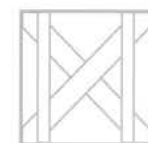
## Things to Do

✦ Kids are going missing, and each of them had been at the amusement park within days of their disappearance. The manager claims he knows nothing about it and that all of his employees are law-abiding citizens. But many of the workers vanish whenever the police show up to ask questions, and it is true that the attendants pay a lot of attention to small kids. Is that just good salesmanship, or something more sinister?

✦ The amusement park seems to stay open late, with odd customers arriving in dark vans. They go directly into the covered rides, then emerge and go straight to their vehicles again and drive away.







✦ An escaped murderer has vowed to get revenge against the woman who testified against him — her and her family. The police continue looking for him, but they've found no sign yet. Little do they realize that the amusement park is always hiring people short-term and rarely asks for references. Because the woman's two kids love going there, it would be the perfect place for the man to go — he can watch her and her children and wait for the right moment to strike.

## Apartment

There are as many different types of apartments as there are different types of people. Apartments can have anywhere from a single bedroom to two, three, or more.

The number of bedrooms is largely the determining factor when differentiating between apartments. Most apartments have a kitchen, bathroom, dining area, and living room. More often than not, the dining room and living room or dining room and kitchen or even sometimes all three exist a single area.

Fancier apartments may contain different levels with bedrooms on upper or lower levels than the "living area" (living room, dining room, and kitchen). Some even come with other amenities such as a den, a fireplace, deck or patio, or even more than one living room.

Other variations in apartments in-

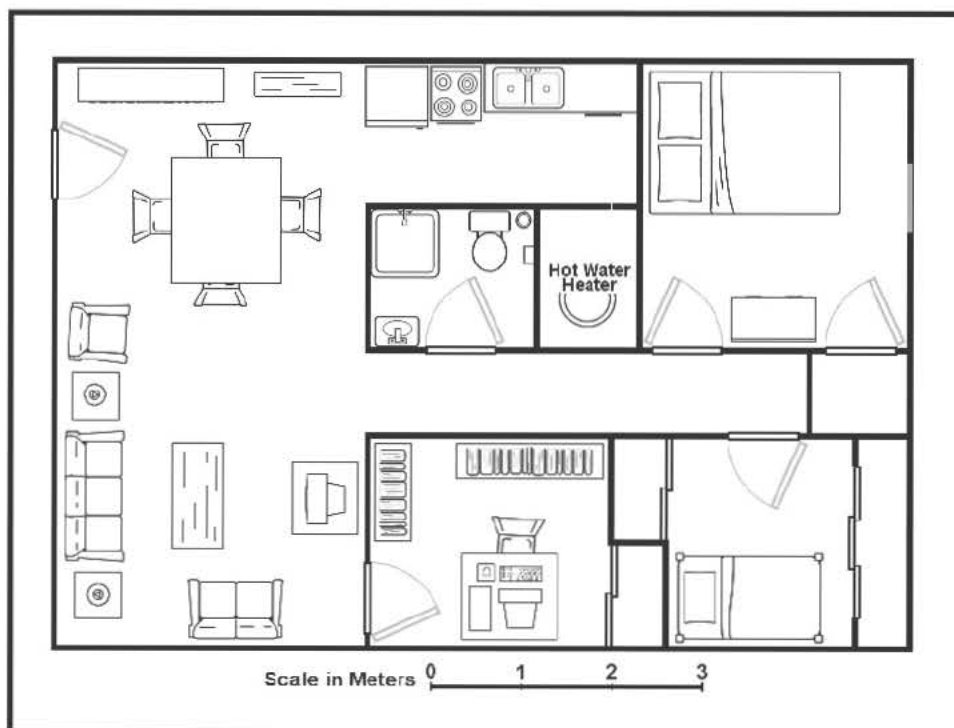
clude multiple bathrooms, the number of closets (usually at least one per bedroom, but that sometimes is not the case), and off-street parking. Parking may be within an outdoor lot, a designated spot next to the apartment, or an underground parking garage.

Some apartments come with extra storage areas. While it is not unheard of for these to be in a separate building, most are either in a basement or parking facility located under the building.

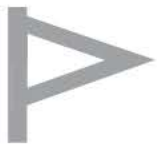
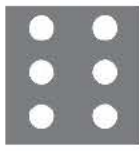
Most apartments have a common area (for example, entrances and hallways) used by all tenants. While larger apartments may include hookups for a washer and dryer within them, most apartments have a washer and dryer usable (for a price of 25 cents to a few dollars per load, or a *Very Easy Funds* roll) by all tenants in a common area or no laundry facility at all.

Two apartment styles of note are the studio apartment and the "flophouse." A studio apartment is basically an entire apartment within the confines of a single room. The only separated room in a studio is the bathroom, with all other "rooms" defined by whatever the tenant decides to put between them.

A flophouse apartment is much like a studio except that it has no individual bathroom. The bath-







room is in a common area and used by all tenants. A flophouse also has no kitchen. It basically consists of a bed and possibly a table and chairs. Unlike all most other apartments, which are rented either monthly or yearly, a flophouse is often rented by the day or week.

## Don't Miss ...

This apartment consists of three bedrooms, a kitchen, dining room, living room, and bath.

The front door of the apartment opens onto a dining room area lit by a ceiling fan hanging from the ceiling's center. The dining room is filled with a large rectangular wooden table surrounded by four chairs and a bench. Off to one side in a corner stands a bookcase with two shelves on top and doors covering two more below. Pictures and a clock cover the walls.

Directly across from the front door is the kitchen. This tiny area is more hallway than room. It is about three meters in length and two meters in width. A long counter balanced at the ends by a dishwasher and stove dominates the area. A two-basin stainless steel sink sits in the middle of the counter. Cupboards occupy the space above and below it. Off to the left of the room stands a largish refrigerator, which has seen better days.

The dining room runs directly into the living room. Separating the two is a bright yellow chair. Off to the right of the chair sits a red couch flanked by end tables with lamps standing on them. To the right of the couch is a blue loveseat next to a large television on a dilapidated black stand. The stand's paint is chipped in several places, revealing the wood beneath. A lemon-colored wooden coffee table just large enough to fill the area without impeding movement occupies the living room's center.

A doorway opens off the living room into a small room that was obviously intended as a bedroom, but it is now being used as a makeshift office. Several bookcases line the walls and a computer sits on an old desk, its CPU and monitor taking up the majority of the surface.

Leading from the living and dining rooms' other side is a hallway down to the apartment's other

bedrooms and sole bathroom. The bathroom is a simple affair with toilet, sink, and shower. A ripped, mildew covered shower curtain hangs from several rings on a pole above the bathtub, its bottom stuck to the tub's surface in several places.

The first bedroom is larger than the makeshift office and contains a closet, though with a single dresser and queen-size bed, it's quite full.

The final room is evidently being used as a bedroom for children. Bunk beds dominate one wall and toys are strewn about the floor. Colorful posters bedeck all the walls and a table with wooden trains on it sits underneath the one window. The room also contains two closets, one filled with extra clothes and toys, and the other being used for storage.

## Chestnut West Apartments

*The place you want to be!*

- Conveniently located near public transportation.
- Minutes from shopping.
- Dual locks on each apartment door.
- Hot water included.
- No pets.
- Credit check required.



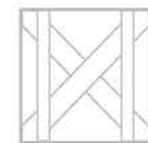
**Sign a two-year lease,  
get two months free!**

Call today and leave a message  
to make an appointment  
to discuss availability.



**D6 Adventure Locations**





## Things to See

- ✦ Scruffy or fluffy stuffed animals
- ✦ Colorful or worn throw pillows
- ✦ Glass or plastic dishes
- ✦ Glass or plastic drinking cups
- ✦ Metal eating utensils
- ✦ Kitchen knives of all sizes and sharpnesses
- ✦ Cloth or paper towels
- ✦ Cleaning supplies (chemicals in plastic bottles, broom, dustpan, mop, bucket, sponge)
- ✦ Paperback and hardcover books
- ✦ Cotton-blend blankets in colorful patterns
- ✦ Floor or table lamps with shades in muted colors
- ✦ *For additional ideas, see the "House" entry*

## Bar/Nightclub

them as the informant said the information could be gotten from Tony.

The person they are actually looking for lives next door. The woman is quite pleasant. She mentions that her neighbor keeps strange hours and she just worries about keeping her children quiet and not bothering anyone.

A Difficult *search* roll from listening at the door reveals that Tony has heard them and is trying to escape by way of the balcony. Anyone watching from the outside can see him do this.

Bars have been around almost as long as civilization itself, and they have taken many forms. One variant, the nightclub, is a comparatively recent innovation. Bars and pubs offer alcoholic beverages and a place to socialize, but often not much else. Nightclubs, on the other hand, typically offer somewhat sturdier fare, as well as dancing and live music or comedy acts. Even so, there are exceptions; some bars do offer live entertainment, and some nightclubs do not.

Rural taverns encompass one or two rooms and do not offer a wide variety of beverages, while up-scale urban nightclubs often occupy several floors of downtown real estate, serve the rarest vintages, and treat guests to dazzling floor shows or performances by famous names in entertainment. To some, the Roaring '20s represent the Golden Age of nightclub success and glamour in the United States, but this style of business survives today, around the world. American nightclubs enjoyed a resurgence in the 1970s, though the traditional "dinner and a show" has given way to other consumer preferences. Nightclubs located in former American "sin capitals," like Atlantic City and Las Vegas, used to showcase chorus lines of scantily clad dancers. Even these establishments have had to change their line-ups, and many now offer more family-oriented entertainment. Some are quite elaborate and promise to im-

## People to Meet

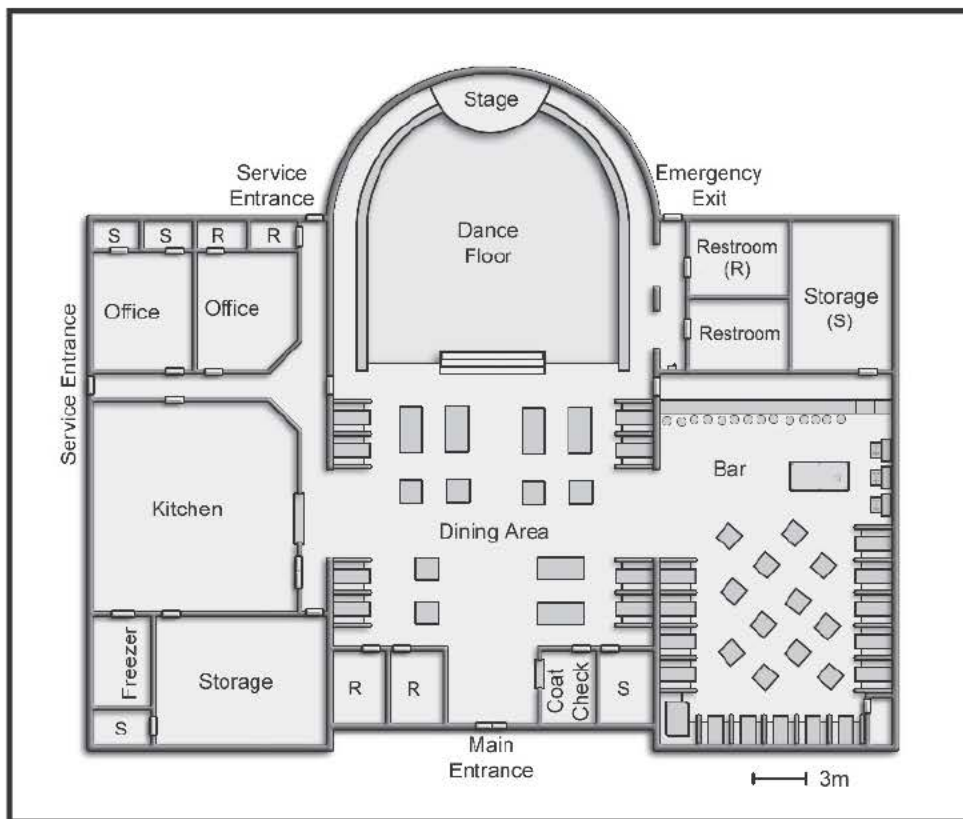
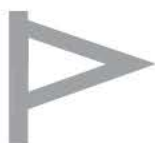
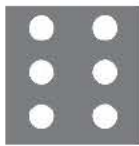
The single mother living here has 2D in each attribute. She has some pips in a *Knowledge*-skill based around college courses she is undertaking and a pip in *driving*. Use the "child" game characteristics for her two children, both boys.

**Child:** Reflexes 1D, climbing 1D+2, jumping 1D+2, melee combat: baseball 1D+2, sneak 1D+1, Coordination 1D, throwing 1D+2, Physique 1D, running 1D+2, swimming 1D+1, Knowledge 1D, scholar: school subjects 1D+1, tech: computers 1D+2, Perception 1D, Presence 1D, charm 1D+2. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 6/ *Wound levels:* 1. *Disadvantage:* Age: Young (R2).

## Things to Do

- ✦ The players' characters have been given an apartment address by an informant as a place where they may find some clues that they seek. The single mother opening the door at their knock surprises





as chef's knives and iron pans. Several emergency exits are discretely located about the main room. The manager's office sits at the rear of the building, next to the kitchen and storeroom. The kitchen service entrance permits staff to bring in supplies and escort unruly customers out of the building without disturbing patrons or interrupting a show. Depending upon the setting, the club's clientele may range from honest citizens to

merse visitors in another world, with many themes to choose from (ancient, futuristic, and haunted being just a few examples).

## Don't Miss ...

The Lucky Sevens occupies half a city block in an economically prosperous urban area. Its parking lot accommodates 30 cars, and valet services ensures that no customer turns away, being discouraged by parking. The main entrance is lit by an art-deco sign reminiscent of the club's heydays in the 1920s, and opens onto a lobby with a coat-check and greeter's station. An arched doorway beckons patrons into the club proper, where they may sit at the bar or choose a table near the dance floor. On Friday and Saturday evenings, the stage near the dance floor is used for concerts or comedy acts. Many new and vintage alcoholic beverages (useful for sterilizing wounds, in an emergency) can be found behind the bar and in the club's kitchen, along with minor cooking utensils such

some of the shadiest figures in organized crime.

## Things to See

- ✦ Wooden chairs and tables
- ✦ Padded barstools
- ✦ Glassware (mugs, coolers, highballs, shot glasses, wine glasses, margarita glasses, martini glasses, champagne glasses)
- ✦ Bar towels
- ✦ Bottles of alcohol in various heights and flavors (amber or clear: brandy, cognac, rum; ambers or browns: ale, beer, bourbon, scotch, whiskey; straw or clear: champagne, gin, tequila, vermouth; pink, reds, or straw: wine; clear vodka; red grenadine; clear or fruit-colored cordials or schnapps; etc.)
- ✦ Small glass bowls of peanuts and pretzels
- ✦ Smooth tablecloths in white or off-white
- ✦ Musical instruments (piano, drums, cymbals, tambourine, trumpet, clarinet, guitar, cello, etc.)
- ✦ Microphone on a stand
- ✦ *For additional ideas, see the "Restaurant" entry*





## People to Meet

Bar/club owners and employees have 2D in each attribute, with some having *business* of 2D+2 and *know-how: mixing drinks* of 2D+2 to 3D+1. Many bars and nightclubs hire security guards, which are usually called “bouncers.” For these individuals, use the attributes and skills of the thug or security guard (see the *D6 Adventure Rulebook*, page 126).

**Bartender:** Reflexes 2D, brawling 2D+1, Coordination 2D, sleight of hand 2D+1, Physique 2D, lifting 2D+2, Knowledge 2D+1, business 2D+2, scholar: armchair psychology 2D+2, Perception 2D+1, know-how: mixed drinks 3D, streetwise 2D+2, Presence 2D+1, charm 3D, con 3D, willpower 2D+2. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 10/*Wound levels:* 2.

## Things to Do

✦ Mr. Edward Lindy, a wealthy playboy, owns the upscale nightclub Lucky Sevens, secretly named for a daring group of seven men (including Mr. Lindy, then known as “Lucky” Lindy) that pulled off the last daylight bank-robbery in the city’s history. Mr. Lindy’s nightclub books some of the best musical and vocal talent available, and it is a favorite nightspot for local mob figures. It is also a place to find young bravos seeking employment, or desperate people willing to do almost anything to improve their lot in life.

While the players’ characters visit the club, whether for a specific reason or simply to enjoy some well-deserved rest, someone tries to assassinate a noted crime boss — in the presence of the characters. Should the characters foil the attempt, the grateful mob boss lavishes praise and gifts on his benefactor. Whether accepted or not, these gifts come with a price, and the player’s character soon receives a letter from a “dear and respected uncle” requesting an unwholesome-sounding favor. Failure to carry out the instructions in the letter leads to a string of suspicious accidents that plague the characters’ family and friends. The only way to bring an end to this string of bad luck is to put the mob boss and his henchmen behind bars. Gamemasters can

throw in a few supernatural practitioners or super-science artifacts to increase the challenge or add unexpected plot twists.

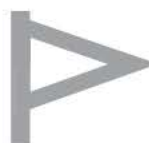
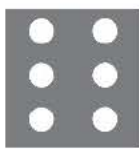
## Casino

Once considered the height of sin and shunned by so-called proper society, casinos are now seen as a lawful if not quite yet respectable source of revenue for many civic entities. They can be found in many U.S. states, especially on Native American reservations, where the added income is (theoretically, at any rate) channeled into education and other social programs. Despite protests to the contrary by local law enforcement officials, organized crime has a connection (however distant) to every casino operated outside of the reservations (and probably has a hand in those, too). Some casinos are dark, dingy, rather depressing places full of cigarette smoke, noisy gaming machines, and desperate-looking, glassy-eyed patrons that mechanically place bets as if they’ve never known another life. Other casinos are clean, relatively smoke-free, and achieve at least the illusion of energy and opportunity with bright lights and flashing and pinging machines.

## Don't Miss ...

The Bar None Casino’s main entrance, designed in Western cattle-ranch style, welcomes visitors into a clean, wholesome-appearing facility that seems honest and law-abiding. An attractive hostess suggests games based on short, simple questions disguised as friendly small talk, and the club always scores well on customer satisfaction surveys. The casino’s three main gambling halls each have a different cowboy theme, but all are filled with tables for card- and dice-related games of chance, as well as roulette tables and rows of slot machines crafted to fit each room’s style. The Round-up Room is decorated with cattle-drive motifs and serves fresh hamburgers and steaks prepared on the premises. The Dry Gulch





Room resembles a Hollywood-inspired Wild West saloon, with costumed croupiers and servers and period music delivered by a player piano. The Cavalry Room imitates a frontier U.S. Army fort on the high plains, and features clips from westerns projected on movie screens suspended above the bar.

For those less inclined to gamble but still desiring Wild West ambience, the casino's Bar None Bar serves light drinks and appetizers amid autographed Western movie memorabilia and photographs donated or on loan from actors and recording artists. The management offices, located well away from public areas of the casino, include one dedicated to security monitors, which are linked to dozens of cameras hidden throughout the facility. Off-duty police supplement the casino's full-time security guards and assist with public relations issues, such as politely asking professional gamblers and lucky winners to consider retiring to the restaurant for a meal and drinks "on the house."

## Things to See

- ✦ Comfortably padded stools
- ✦ Cigarettes, cigars, and ashtrays

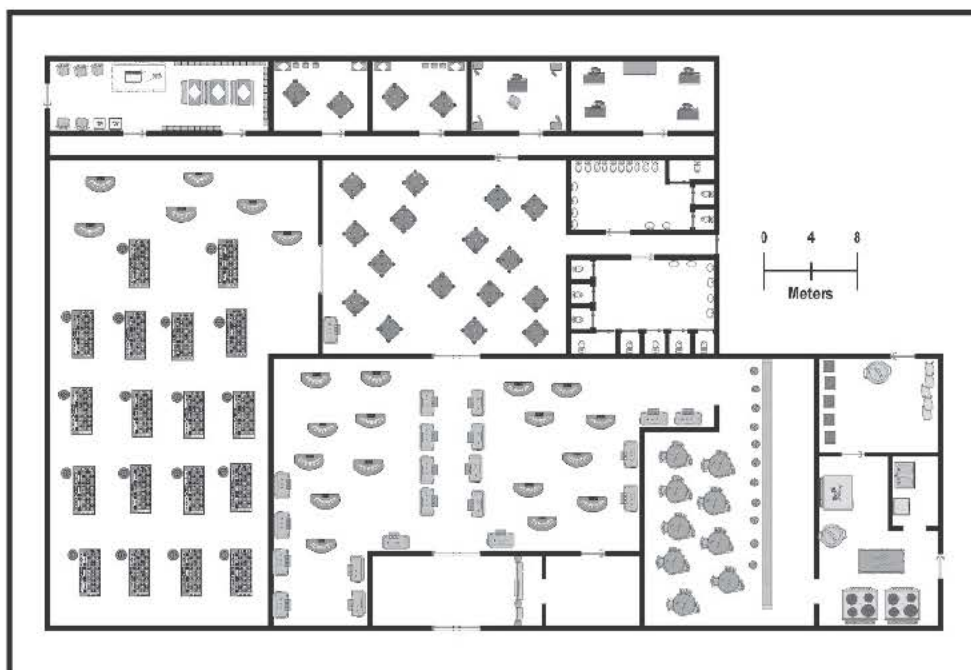
- ✦ Poker chips in red, white, and blue
- ✦ Legal tender (bills, coins, or "credit" cards)
- ✦ Metal payout coins with the casino's logo on them or slips of white paper with a payout printout on them (post-2000)
- ✦ Alcoholic drinks or soda pop in glasses on trays or small tables
- ✦ Playing cards with backs bearing the casino's logo
- ✦ Dice about an inch on the side in clear red, green, or blue with white pips
- ✦ Small pencils in cups for filling out lotto cards
- ✦ Croupier's stick for gathering in chips
- ✦ See the "Bar/Nightclub" and "Restaurant" entries for ideas on what to include the dining areas

## People to Meet

Casino owners and employees have 2D in each attribute, with 2D+1 in *business*, 2D+1 to 2D+2 in *sleight of hand*, and 2D+1 to 3D in *gambling*. For bartenders, see the "Bar/Nightclub" entry. For security guards hired by the casino, use the attributes and skills of the thug or security guard (see the *D6 Adventure Rulebook*, page 126).

### Card Dealer:

Reflexes 2D, brawling 2D+1, Coordination 2D+2, sleight of hand 3D, Physique 2D, Knowledge 2D+1, business 2D+2, scholar: gambling 3D, Perception 2D+1, gambling 3D, investigation 2D+2, Presence 2D+1, charm 3D, con 3D. *Move*: 10. *Strength* Damage: 1D. *Body Points*: 10/*Wound levels*: 2.





## Things to Do

✦ A rash of underworld killings tips off police to a civil war among members of a powerful mob family. A notorious mob boss, father of the owner of the Bar None Casino, has been executing his lieutenants on suspicion of embezzling from his operation. They are fighting back, of course, and the organization is weakening so quickly that syndicate wolves from nearby cities are howling at the gates, ready to fight over the remains of the organization. Someone is stealing money, however, but it is not the boss's lieutenants. A rogue named Jost Pernhem has been using his telekinetic powers to manipulate the casino's gambling tables and slot machines. He has so far made off with nearly half a million in winnings, too much for any one person to win in small games in only three weeks. While his takings have been substantial, Jost has merely been practicing for a much bigger job with serious

and far-ranging implications. Not only is he psychically able to rig slot machines, he can also trip a handgun's safety or pinch shut a small but crucial blood vessel feeding the brain....

## Cavern System

A cavern system is a series of interconnected caves formed from running water or lava flows, often reaching deep into the earth or side of a mountain. Cavern systems are the quintessential "dungeon," seeing use by humanity over tens of thousands of years as shelters, places of worship, living quarters, refuges in time of war and storage areas.

Some caverns are cold, dim and dry, others are moist or warm, heated by steam funnels or lava flows. Footing can vary from mildly sloping floors (+5 or more to *running* difficulty) to jagged, broken, and twisting with dangerous gaps and pitfalls (+15 or more to *running* difficulty). Other dangers include rockslides (Very Difficult *Agility* or *dodge* to get out of the way if the character has warning), earthquakes (Moderate to Very Difficult *acrobatics* or *dodge* roll to remain standing; +10 or more to *running* difficulty), stalactites and stalagmites (3D to 8D damage if impaled upon), steep drops and pits (1D damage per 1.5 meters over three meters), and underground rivers or dank pools.

Caverns occasionally supply edible fungus or lichens (Very Difficult *survival* roll to find), flint and obsidian (Easy *survival* roll) for fire-starting and spear-point knapping, fresh water either flowing or concealed behind a thin wall (Moderate *survival* roll), and sometimes supplies of minerals, metals, or gems (search requires a lot of time and multiple Moderate *search* rolls to locate a decent vein of ore).

## Don't Miss ...

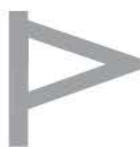
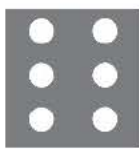
Located deep within the wilds of a vast jungle, the Lost Shrine is the stuff of legends. For hundreds of years, the local tribes have told and retold the

### BAR NONE CASINO



**THEMED SLOT MACHINES!**  
**TEXAS HOLD 'EM, FIVE CARD DRAW,**  
**& OTHER POKER GAMES!**  
**ROULETTE! BACCARAT!**  
**BLACKJACK! CRAPS! BINGO!**  
**KENO! SPORTS & RACE BETTING!**





story of the Grey Man, whose ashen skin and eyes of purest black arrived in the jungle during a bleak drought year in an ancient time.

The Grey Man's magic was powerful and fierce — he could cause sickness, famine, and horror with his rituals. It was said he was so powerful, he could even use magic in the heat of battle, causing warriors to drop from stopped hearts or burned minds.

Enslaving the Gintu tribe (the name is only reluctantly revealed by the locals living in the area now), he cut a swath of tyranny throughout the region. Legends vary about his motivations: mere tyranny, an attempt to unite the feuding tribes, or preparation for resisting an invasion from the north. Whatever the case, the Grey Man's arrogance toward the ancestors and gods was eventually his undoing, for more and more rebellion arose against him. With each atrocity he visited on the Gintu, their resistance grew more fierce. The bloodbath continued for many years, yet the Gintu could never unseat the Grey Man, and their numbers dwindled.

One day, a young warrior suddenly appeared. His muscled body shone in the sun, his eyes were clear and bright, and his spear was made of a fallen star. Legends, unfortunately, say little of the warrior — except that he was not Gintu. The young warrior's great skill and weapon defiantly pierced the Grey Man's defenses, something that had never happened before.

The Grey Man experienced an emotion he had never known: fear. Fleeing the burning remains of the village where the battle took place, he retreated into the jungle toward a sanctuary — a series of caves wherein slaves had placed most of his treasures stolen from other tribes, as well as his most powerful magics. Few knew of the caverns — the slaves who had worked them were executed after construction. But somehow, the Sky Warrior (as some legends name him) found the Grey Man's redoubt. A fierce battle took place. The very ground shook; the skies grey dark, the beasts howled and roared in the jungle. Finally, all was silent. The Sky Warrior appeared at the mouth of the cave before surviving witnesses, women from three surrounding tribes.

The Sky Warrior said simply, "It is finished; the Grey is defeated." With that, he shone brighter

## The Truth of the Legend

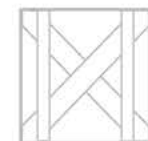
The three tribes can be given as much detail as necessary to help or hinder the players' characters. Each of the tribes has their own version of the legends, often with conflicting information. Naturally, tribesmen will be reluctant to discuss the legends with outsiders, whom they view with suspicion. One of the tribes may follow a monotheistic religion such as Christianity or Islam. This tribe considers the Sky Warrior a holy person of their faith and has modified the legends to reflect this. Another tribe might be hostile, driving off any outsiders. A third tribe may follow older, matriarchal traditions and ancestor worship, and they prefer to toy with visitors or subtly lead them astray. The jungle near the Lost Shrine (in a valley shaped like a skull, obviously) may be filled with color and serenity or overrun with grey-colored giant apes, mysteriously friendly black panthers, and swarms of biting insects. In addition, a more contemporary setting might have the complications of a modern civil war or famine.

What the Grey Man was depends on the setting. It might have been a demon prince or foul sorcerer. More intriguingly is the possibility it was an alien determined to carve out an empire from the primitive peoples it encountered. In this case, it may have used psionic or other powers to shape itself (actually or through illusion) as a Human. The Sky Warrior may have been an angel, good alien, or perhaps the guardian spirit of a local tribe.

than the midday sun, and vanished. Since then, the cavern has become a shrine to both the Sky Warrior and the decimated Gintu. But few venture past the first cave. It is said there is ... something ... in the deep caverns. Something cold, inhuman, and wrong. Of course, that is where the Grey Man secured his treasure.

The **entry** to the caverns is well concealed from view near the surrounding area (Hard *search* roll), but it is easy to enter and shows signs of visitors. Seventy meters inside, is a small **shrine cave** with





sitting stools, an altar, and various gifts of food and crafted goods. Torches and candles illuminate the area. A five-meter ceiling provides ample room to move, and a tunnel leads further into the caverns.

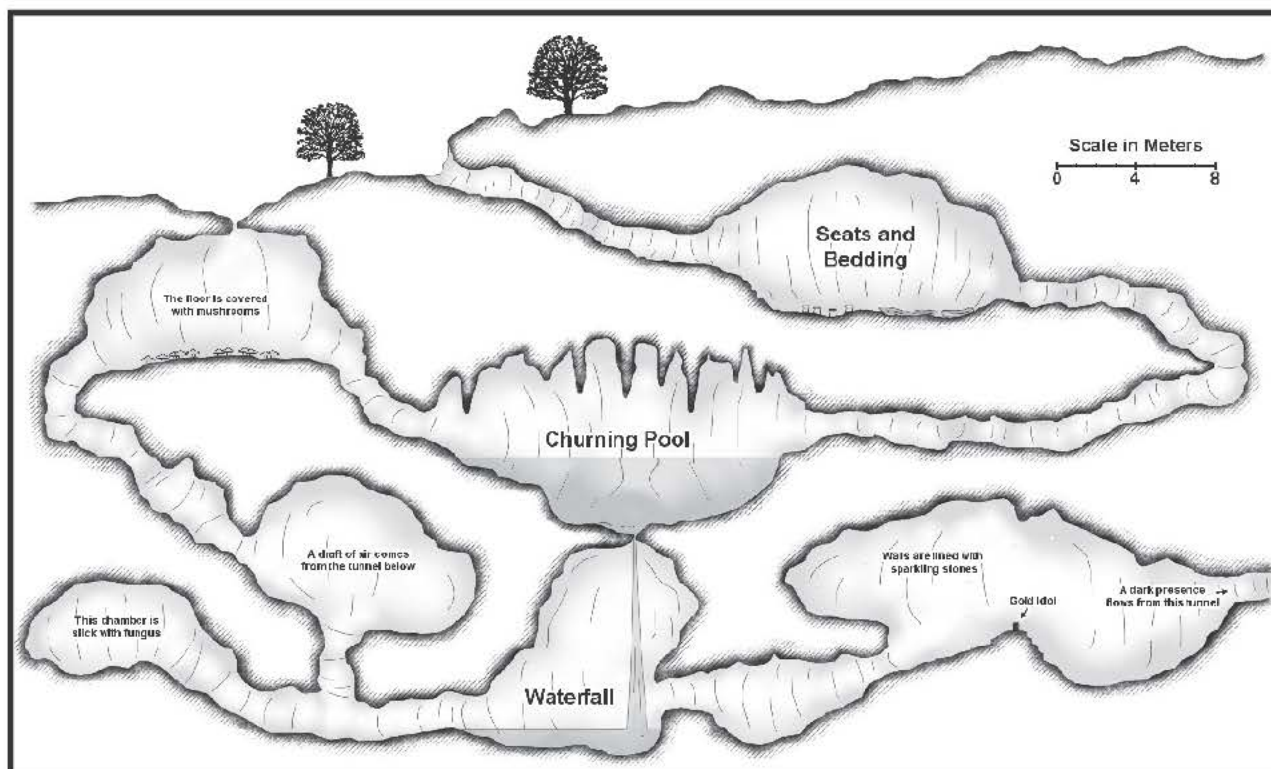
The adjacent tunnel runs approximately 33 meters and then takes a sharp drop, bending back upon itself. The drop can be dangerously slippery, and stalagmites below could prove a gruesome end. The tunnel then travels 50 meters further, before opening at a **churning pool**. This pool of potable water bubbles and churns due to a pressure difference between it and the narrow opening at its bottom. The rock forming the opening is pure granite, and it has taken millions of years for this hole to form, allowing water to spray down to the next level. Extremely high moisture and underground runoff from the daily rainfalls in the region keep a plentiful basin of water in the pool. At the depths of the pool may be found several skeletons and their gear – perhaps victims of one or more of the nastier creatures in the caverns. Traversing the churning pool requires a Moderate *swimming* check. A failure indicates the swimmer was pulled under. A Critical Failure with a failure indicates the swimmer was pulled to the

bottom of the pool or was attacked by the flesh-eating fish that live there.

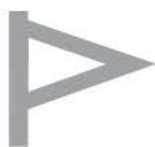
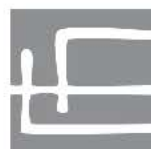
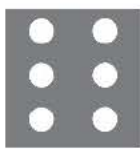
Once across, the travelers again must navigate rough tunnels, which abruptly slope downwards. Foolhardy characters may be in for a surprise, as the sloping passage is lined with bat guano – making it very slippery indeed. Those failing a moderate *climbing* roll will slide down for a nasty five-meter fall in the **lowest caverns**. In any event, the actions let loose a swarm of bats (see page 127 of the *D6 Adventure Rulebook*), which have been altered by the evil presence of the lower caverns to attack any intruders to their domain.

After entering in the lower caverns (hopefully by rope or ladder), the characters may proceed toward the **waterfall cavern** to the north or the **fungus chamber** to the south.

The fungus chamber is slick with an unusually acidic fungus (burns for 3D damage every three rounds, dissolving organic matter; no resistance roll; may be washed off). The fungus chamber slopes slightly inward, making escape difficult. Here rest more remains of other explorers — although only their metal weapons and similar tools are seen.







## Cave Drawings



The waterfall room features a broad-spraying, high-pressure waterfall, fed from the churning pool above. Here, the heroes will find the evidence of the Grey Man's existence. The entire room is lit with eerie fungus as thundering from the waterfall fills the air. The noise makes listening and communicating by sound impossible. Staying in the room for more than five minutes increases the difficulty of all actions by +2 per minute. Staying in the room for more than 15 minutes may result in permanent hearing loss (at the gamemaster's discretion; deafened characters get Hindrance: Hearing Loss, which affects the gamemaster's choice of hearing-related skills). Etched into every surface are bas relief pictures of the Grey Man destroying his enemies, enslaving people, and hoarding treasures. Odd and strangely disquieting runes in an unknown language fill the gaps between the images. The floors are littered with bones — the remains of the workers who once toiled here and in the next room.

If characters can penetrate the waterfall spray (which does 2D+2 damage per round; takes three rounds to pass through), they find a small, well-hewn room. In here are tables and stools of polished stone, rotting tapestries, metal rings along a wall, and several strange artefacts. Traps and perhaps a dangerous encounter with a magically animated machine or undead minion could occur.

The final chamber, the **guardian room** is a work of natural beauty. Shimmering gems glint from the walls (most are flawed and worthless), reflecting dazzling, although oddly, colored light throughout the chamber. Here too, are carvings of ornate scenes depicting the Grey Man at his power, with

the world bowing down. A 300-kilogram gold idol of the Grey Man sits on a small mound of skulls. Its eyes are sapphires, and disturbing runes (that cause the viewer's vision to blur) are etched into its base. It may be a powerful magic or psionic item.

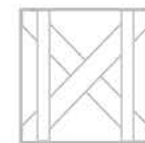
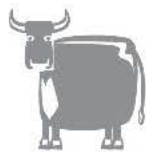
The room is much colder than the other caverns — supernaturally cold. And something, some ... presence flows from large crags in the northern facing of the room. Whether the spirit or soul or psionic resonance of the Grey Man emanates from that crag is up to the gamemaster based on the setting. In any case, characters may have to fight either the embodied remains of the Grey Man, or suffer mental/spiritual attacks as it tries to destroy the intruders.

## Things to See

- ✦ Brown, black, gray, or red pebbles, stones, or rocks
- ✦ Stalactites dripping from the ceiling to reach stalagmites
- ✦ Glinting metal, gems, and quartz, partially hidden by rock
- ✦ Gritty sand
- ✦ Trickling water, clean or tasting of iron, salt, sulfur
- ✦ Small patches of gray or white fungus
- ✦ Flowing river of lava, thin enough to step over or thick enough to block further passage
- ✦ Bones of people and animals that died, trapped in the caves — possibly with items of value on or near them
- ✦ Crude yet symbolic paintings on the walls, in reds, blacks, and whites

## People to Meet

Generally, adventurers won't find people in caverns, but if they do, they would include local villagers coming to the caverns to worship or explore (use the generic person game characteristics on page 3 of this book), archaeologists and anthropologists seeking knowledge (use the game characteristics for the scientist on page 126 of the *D6 Adventure Rulebook*), or treasure seekers (see herein). Common animal



encounters include bats, large cats, bears, and rats. (See page 127 of the *D6 Adventure Rulebook* for information about bats and large cats. See the “Zoo” entry in this book for bears.)

**Treasure Seeker:** Reflexes 2D+2, brawling 3D, climbing 3D, dodge 3D, jumping 3D, melee combat 3D, Coordination 2D+1, lockpicking 2D+2, marksmanship 2D+2, sleight of hand 2D+2, Physique 2D, lifting 3D, running 2D+1, swimming 2D+1, Knowledge 2D+1, business 2D+2, scholar 3D, Perception 2D+2, investigation 3D, search 3D, survival 3D, Presence 2D, persuasion 2D+2, willpower 2D+2. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 12/*Wound levels:* 2.

**Rats:** Reflexes 3D, acrobatics 3D+1, brawling 3D+2, climbing 3D+2, dodge 3D+1, jumping 4D, Coordination 1D, Physique 1D, running 3D, swimming 1D+2, Knowledge 1D, Perception 2D, hide: self only 4D, search 3D, Presence 1D, willpower 2D. *Move:* 3. *Strength Damage:* 1D. *Body Points:* 6/*Wound levels:* 1. *Natural Abilities:* teeth (Strength Damage only); swarm attack (roll a single *fighting* total for entire group of rats, adding +5 to the total for every 10 creatures involved; if using the optional damage bonus, add the bonus for this roll to the Strength Damage of a single rat); small size (scale modifier 9 for single rat).

## Cemetery

In Western cultures, the dead are most often buried, but there are alternatives. Some undergo cremation, while others are enshrouded and placed in crypts. A relative few are left exposed to the elements, in obeisance to traditions spanning thousands of years, and fewer still are those who undergo preservation (or mummification in the Egyptian style) in order to be put on display, sometimes in the name of science, sometimes not. A very few are cryogenically frozen and sealed in large cylinders, awaiting the day that science might find a cure for their various conditions and revive them. Whichever option chosen, one question remains

to be answered — where do they put the mortal remains? For most people, the answer can only be: in a cemetery.

All over the world, people devote land to the dead and to those who mourn their loss. Such places are sometimes crassly referred to as boneyards, people with decorum would name them cemeteries, and those in between sometimes call them graveyards. What constitutes a cemetery is mainly semantic: A single grave may be said to be just that, while several graves comprise what is quaintly termed a “family plot” (if the inhumed subjects were related, that is). Only when two or more graves occupied by unrelated people exist near each other, a true cemetery.

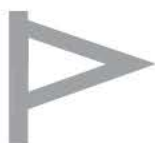
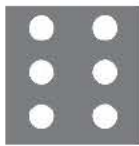
Admittedly, this distinction is somewhat blurry. A so-called mass grave, which contains otherwise unrelated victims of a terrible crime, is not a cemetery. Instead, it is more properly called a graveyard. Cemeteries, on the other hand, are parcels of land devoted exclusively to the perpetual and respectful celebration of those interred or memorialized within. Here, one is far more likely to encounter only mourners, groundskeepers, or perhaps, on a really bad day, gang members shooting at each other during funeral ceremonies for other gang members. Whatever the term or situation, perhaps on a dark and stormy night filled with foul deeds, the living dead may rise from their graves in search of fresh brains.

## Don't Miss ...

Shady Side Cemetery welcomes visitors and mourners of all persuasions. Once you step through the somber, arched, double iron gates and gaze upon the gently rolling hills, idyllic ponds, and shady trees, we think you'll agree: This is where your beloved would want to spend eternity. Drive along the well-maintained road as it winds its way among neatly trimmed grass plots and tastefully designed floral hedgerows maintained by the resident caretaker and his three daughters.

Follow the east loop to the Shady Side Mansion, home of the owner, Mr. Richards, and his family and the site of the funeral home. This family tra-





dition, spanning 155 years, ensures that loved ones receive only the very best care available. The facility is equipped to host three 200-guest services simultaneously without overlap, and the convenient, on-site crematorium handles all alternative funeral needs.

At Shady Side, the loved one is received in the Welcome Bay, located to the rear of the mansion near Mrs. Richards' heirloom rose garden. Short, tastefully decorated corridors offer convenient access to prep rooms for immediate embalming or, pending notification from next-of-kin, to the refrigerated storage facility for long-term accommodations. Recent improvements in the facility have made it possible to offer deluxe, cryogenic Resurrection Package (inquire for details). Shady Side has a separate showroom for caskets, urns, and funeral alternatives, and the trained, understanding consultants take the worry and work out of selecting amenities.

While touring the grounds here, please take a few minutes to visit the newly renovated Viktor Mausoleum, designed in 1923 by Jefferson Walker, a student of Frank Lloyd Wright. Thanks to a generous donation by the Viktor family, a limited

number of spaces are available within this landmark structure.

## Things to See

- ✦ Plain and ornate headstones and statues of white, gray, or black granite and marble
- ✦ Real and plastic flowers in green cone-shaped holders by headstones
- ✦ Small national flags near the headstones of veterans
- ✦ Granite or marble statues of angels, soldiers, and crosses.
- ✦ Trees of various ages scattered through the cemetery, with lines of trees on the edges
- ✦ Gravel paths winding between shaggy green expanses and rows of headstones
- ✦ A shovel nearly a freshly dug grave
- ✦ Short, wrought-iron fence marking off small sections of the cemetery

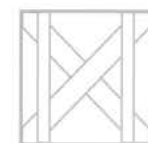
## People to Meet

Cemetery caretakers and other employees have 2D in each attribute with 2D+1 to 3D in *business*, *artist: gardening*, *know-how: gardening*, and, possibly, *lifting* and *melee weapons: digging tools*. Few cemeteries employ security guards, instead relying upon local police to investigate vandalism and other crimes committed on the property.

### Groundskeeper:

Reflexes 2D, climbing 2D+1, melee combat: digging tools 2D+2, Coordination 2D, Physique 2D+1, lifting 3D. Knowledge 2D+1, business 2D+2, scholar 3D, Perception 2D+2, *artist: gardening* 3D, *know-how:*





gardening 3D+1, search 3D, Presence 2D, persuasion 2D+1, willpower 2D+1. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 10/*Wound levels:* 2.

## Things to Do

✦ Vandals have recently damaged several important crypts in the Shady Side Cemetery. The police think it is a simple case of bored teenagers looking for something to do, but the players' characters discover a different reason. The first crypt broken into belonged to the family of Charles Williams, a wealthy proprietor and landlord with supposed organized crime connections. Charles was known for his self-professed high-ranking membership in the Poor Fellow Soldiers of the Temple of Christ of Jerusalem, commonly known as the Knights Templar. During his last confession, he revealed that he had discovered the secret of the Censure Noir d'Troyes, a black-enameled censure presented in the twelfth century as a gift from the Count of Troyes to his nephew, Sir Hugues de Payens, founder of the Knights Templar. Sir Hugues presented the censure to the Bishop of Jerusalem upon entering the city in triumph. Carved from oak and inlaid with black enamel, the censure had no earthly value beyond its supposed miraculous power to heal the wounded knights who convalesced in Outremer's infirmaries. It was presumed lost after the Order's forced dissolution 200 years later, but tantalizing clues regarding its whereabouts turned up from time to time, and it has been sought by Templars ever since.

Charles' cryptic last words, issued in the presence of family and associates, mentioned the censure and finished with "take it to your grave, as I am taking it to mine." One of Charles' so-called business associates, John "Croc" O'Dell (known as "Uncle Croc" to Charles' children), interpreted Charles' last words as meaning that he had literally found the relic and was having it entombed with him in his family's crypt. Subsequently, O'Dell and several henchmen broke into Charles' crypt, and even searched his house, but to no avail. The relic appeared lost again, but Croc O'Dell became convinced that it must be hidden somewhere in the cemetery, so he intends to keep searching even if

he has to dig up every grave in Shady Side (O'Dell is not squeamish and will not hesitate to resort to violence to get what he wants). Perhaps the relic is actually hidden in Shady Side — and perhaps it possesses mystical powers — or perhaps not ...

## City Street

City streets include everything from a dirt road through a one-horse town all the way up to multiple lane highways filled with hundreds of pedestrians in a major metropolis.

Old West or even very rural modern city streets may not be paved, have light posts, or even sidewalks (although wood ones included when the building was erected are not uncommon).

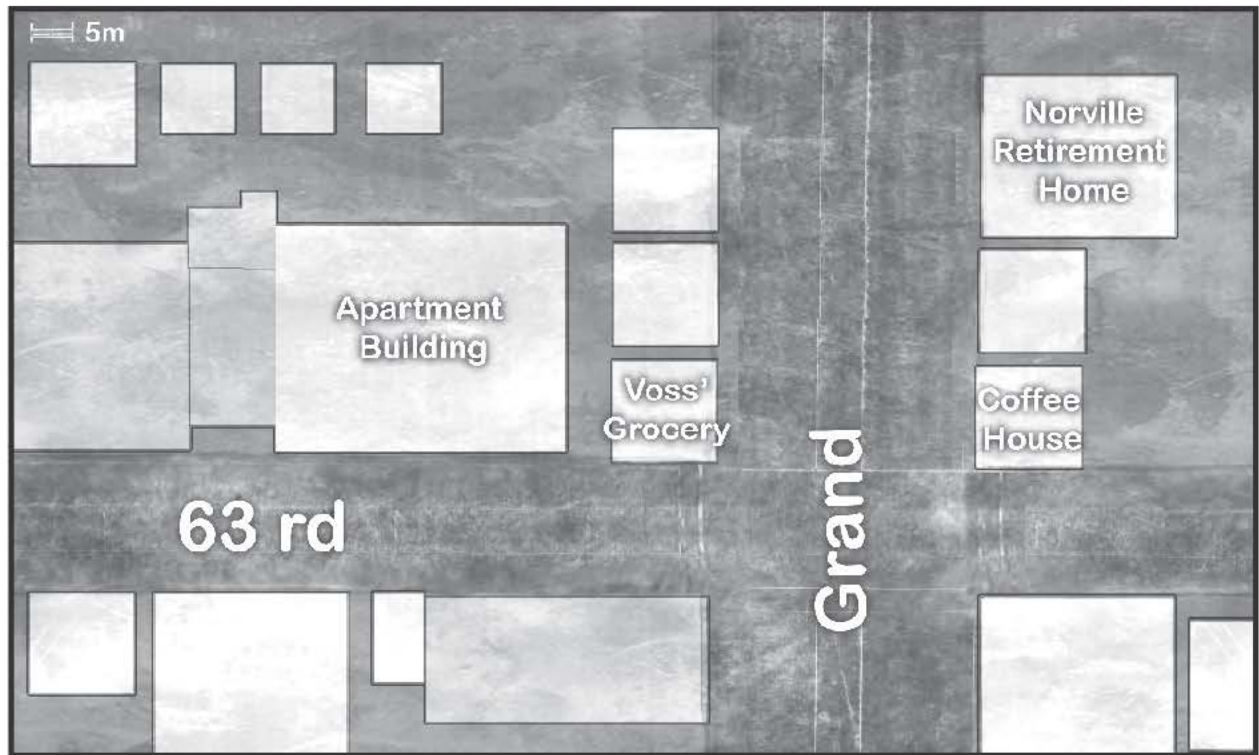
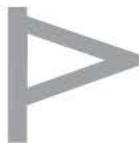
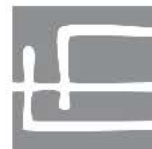
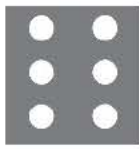
Modern-day small towns and large cities have a lot of similar distinctive features on their streets, including light posts or traffic signals on corners, a public mailbox (usually blue in color), fire hydrants, street signs, and sometimes parking meters.

In larger cities, telephone and electrical poles are as all wiring has been shunted underground. Instead, the average large-city street includes bus stops (either just a sign or a sign and a covered waiting area), newspaper stands, cart vendors, and, occasionally, raised medians (of concrete or with grass and trees) to divide the traffic lanes.

The smallest hamlets may not even have cars in them, while small towns may have a few cars and an occasional person walking the streets. Large cities have hundreds and hundreds of people clogging sidewalks and creating a virtual wall of bodies when they all cross the street together. Cars (moving and parked) may not be a problem on small city streets, but larger cities have streets more like freeways in the eyes of pedestrians.

These represent major streets in various locales, but every city also has back roads and darkened streets folks don't walk down at night. These streets usually have the same signs, light posts (not necessarily working), and other features of a better-traveled street, but they are more run down.





## Don't Miss ...

The corner of 63rd and Grand Avenue has seen better times. Grand used to be a hot spot of the city with several prominent businesses located here, but over time, the demographic center of the city shifted to the south of the intersection. Grand slowly turned into a residential neighborhood.

Now brownstone apartment buildings and small shops line the blocks along Grand, and those around 63rd street are no different. Mr. Voss runs the grocery store on the corner. Every morning at 6:00 *a.m.* he opens his doors and places the crates of fruit outside his front windows before bringing in the morning paper. Out front of Voss' Grocery is the local mailbox, which Katy the Post Lady (as the kids call her) empties every day at 2:00 *p.m.* Katy delivers mail for the entire block and usually stops to talk with Mr. Voss before returning to the post office.

Across the street stands Idle's Coffee Hause. Derrick Idle was a member of a traveling comedy troupe until his father and mother died in a car accident. He gave up his dreams of stardom to return home, run the family business, and take care of his

little sister, Josephine. Jo helps out around the shop and can usually be seen on the weekends serving coffee to the patrons sitting at the three wrought-iron tables on the sidewalk.

Just down from Voss' Grocery stands the Norville Retirement Home ... well, at least that's what Norville calls it. He's been the landlord of the brownstone at the center of 63rd and Grand for the better part of 40 years, and most of his tenants have been around just as long. Now landlord and residents can be seen sitting on the steps of the three-story apartment building on warm, sunny days. Norville and his tenants know everybody on the block, and nothing slips past their notice.

There are a few cars parked on 63rd and Grand during the day, but not as many as there are at night when everyone comes home from work. The local alderman, Russ Feinless (who lives in Norville's building), got the city to remove the parking meters, allowing the people living here to park freely and not worry about fines. The whole block shut down and had a big party the day they were removed.

A four-sided three-light traffic signal hangs from wires in the center of the intersection of 63rd and Grand. Traffic used to be such that a five-light sig-





nal was being considered, but with the exodus of businesses, the locals decided it wasn't necessary.

Light posts stand on opposite corners of 63rd and Grand with one more in the center of the block. This one is a new addition, as the residents felt the blocks were a little too dark at night.

## Things to See

- ✦ Red stop signs and green or white street signs
- ✦ Post box (blue for outgoing; green for the postal worker's use)
- ✦ Streetlights offering fluorescent orange or bright white illumination to the area at night
- ✦ Scraps of newspaper blowing down the street
- ✦ Bus shelter with a clear, break-resistant plastic back, dark plastic top, plastic sides covered in large advertisements and small bus schedules, and a bench in between.
- ✦ Small trees held in place by ropes tied to the tree and stretched to pegs in the ground.
- ✦ Large metal trash receptacles
- ✦ Large plastic pots of colorful flowers (in warm seasons) or holiday decorations (in cold seasons) — or both in some parts of the country
- ✦ Traffic signal (one flashing red light or three changing lights of red, yellow, and green) suspended by wires over the street or hanging from a pole on the side of the street.

## People to Meet

Most pedestrians have 2D in all of their attributes, although children and the elderly may have 1D in physical attributes. Anyone living on the street for any length of time should have a few pips in *scholar: home neighborhood* skill. Taxi and bus drivers should have a pip or two in *piloting*.

**Elderly Person:** Reflexes 2D, melee combat 2D+1, Coordination 2D, piloting 2D+2, throwing 2D+1, Physique 1D+2, lifting 2D, running 2D, swimming 2D, Knowledge 2D, business 3D, scholar 4D: home neighborhood +2, Perception 2D, investigation 3D, know-how 3D, search 3D, Presence 2D, intimidation 2D+2, persuasion 2D+2,

willpower 2D+1. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 10/*Wound levels:* 2. *Disadvantages:* Age: Old (R2); Reduced Attribute: Physique (R2), already included in attribute.

**Pigeon:** Reflexes 3D, brawling 3D+2, flying 4D, Coordination 1D, Physique 2D, Knowledge 1D, Perception 2D, search 3D, Presence 2D. *Move:* 17 (flying). *Strength Damage:* 1D. *Body Points:* 12/*Wound levels:* 1. *Natural Abilities:* wings allow the bird to fly or glide for short distances; beak (Strength Damage only).

## Things to Do

✦ An elderly tenant in one of the apartment buildings has a stroke and collapses in his apartment, knocking over a candle and setting the room ablaze. The local fire department arrives on the scene shortly after an eagle-eyed neighbor noticed smoke. As the firefighters roll out the hoses and hook them to fire plugs, the various neighbors gather around to watch and help out as needed.

Players' characters driving or walking by see the throng of people gathered around the fire department barricades. Have anyone watching the smoking building check to see if they notice anything. An attentive onlooker sees (*Perception* roll of 17 or *search* roll of 12) a little stuffed bunny pop its head over a windowsill and look around before dropping from view again. Evidently a child is trapped in the fiery building!

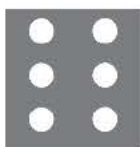
### Idle's Coffee Haus

For the best coffee on any side of town!



On the corner of 63rd and Grand,  
across from Voss' Grocery  
Open daily from noon to 8:00 p.m.





# Convenience Store

Convenience stores are small shops, usually positioned along busy roads or intersections. Most convenience stores also sell fuel for vehicles, and the convenience store sales supplement the primary income provided by gasoline. Convenience stores sell various goods and services, often unessential: newspapers and magazines; lottery tickets; drinks, such as soda, water, juices, and beer; light groceries, such as cereal, canned goods, eggs, and milk; money orders; toiletries and pharmaceuticals (painkillers, cold medicine, and so on); and car materials, such as maps and oil. They also offer junk food (chips, candy, and the like) and sometimes real food (hotdogs, wrapped sandwiches, or even a small deli

a snow-like drink.

Convenience stores have reasonable daytime shopping hours, and many are open 24 hours (although even the all-night locations have locks on the doors). Gas stations are very safety conscious: Most have security cameras and mirrors (Easy *security* to bypass), and aisles generally do not extend above 1.5 meters to ensure the clerk has extensive visibility. Most stores do not keep large sums of money, and larger store chains have automated time-lock safes to ensure money is unavailable.

The first convenience store in the United States opened in 1927. They can exist any time after that, more or less unchanged from the modern counterpart. In an alternate world or steampunk universe, convenience stores might have a different feel, perhaps combining a tea bar with a "general store" of barrels with dry goods and hardware. In near-future settings they will sell appropriate refueling (such as hydrogen cell recharges), and the ATM or other modern features will be replaced with overpriced futuristic electronic services (such as an InfoNet station or scholarship uploader). Regardless of the era, however, all convenience stores of a region should feel similar and offer the same type of goods and services.

or hot bar). One hallmark of modern convenience stores is the "slushie" machine — a rotating tumbler that freezes flavored water into

**When you need fuel  
for your body or  
your car in a hurry**

**Gas'n Go is where to go!**

**Snacks • Newspapers  
Auto Parts • Fuel  
Open 365 days a year  
from 7:00 a.m. to  
11:00 p.m.**

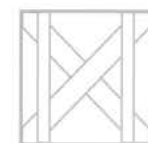
**Bring this coupon in for one  
free medium fountain drink  
with any fuel purchase.**

*Offer may be withdrawn at any time  
without notice.*

## Don't Miss ...

Tyler "Ty" Gassen founded the Gas'n Go six years ago with a simple philosophy: Provide quality fuel and goods for motorists at reasonable prices in a professional environment. Unfortunately, he has had a slight problem realizing this dream. Although no more or less strategically placed than any of the other convenience stores in town (of which there are many), the Gas'n Go has nevertheless become the nexus for an improbable amount of unusual activity. To date, the Gas'n Go has been the site of (among other events) 16 attempted robberies, five

**D6 Adventure Locations**



tornados, three fires, two hostage situations, and an incident involving a Yakuza member getting shot in the head, which sent his vehicle careening into the store. Fortunately, Ty's great luck tends to counteract his phenomenal bad luck, so he usually ends up roughly back where he started, talking to reporters, sweeping up debris, or hiding the mysterious manila envelope from the Yakuza's car. Because of an obscure state loophole, the Gas'n Go's insurance can't be raised or cancelled unless the entire building is destroyed ... which hasn't happened yet. Ty is excellent at sizing up a person's desires and motivations, and he generally helps good folks in bad situations as best he can, by hiding them in the storeroom or office, giving them fuel or goods, or providing a distraction. However, he doesn't fancy himself a hero and will not risk his life needlessly.

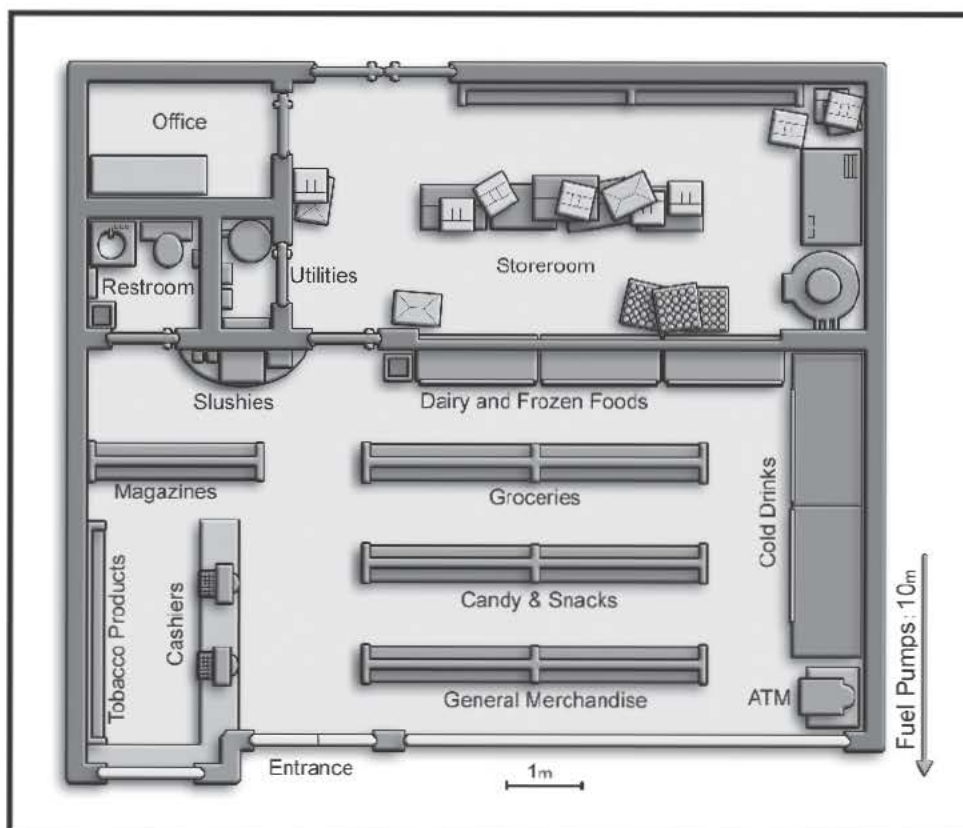
Ty prides himself on a well-stocked and diverse shop. In addition to common brands, he also stocks obscure and regional candies, beer, and cigarettes; he sells diesel fuel, and his magazine racks have comics. He also keeps a surprising number of odds and ends in his groceries and general merchandise sections (treat availability as being equal to a grocery store for most items, with +1 to the difficulty of any *Funds* checks because of increased overhead). Ty also keeps a sawed-off shotgun (damage 6D; ammo 2) under the register, a schnauzer named Killer in the storeroom, and silent alarm buttons by the counter and in his office that alert the police; unfortunately, given the nature of the Gas'n Go, authorities take an inordinate amount of time to

arrive. His office contains a decoy safe (Moderate *lockpicking* to open) hidden behind a painting of dogs playing poker; it contains a few hundred dollars and a cheap gold chain. His real safe is hidden behind the hinged slushie machine (Difficult *search* to find; Very Difficult *lockpicking* to open). In addition to money and important documents, the safe contains all the unusual doodads and knickknacks he has accumulated from his store's incidents.

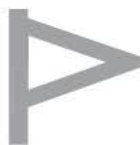
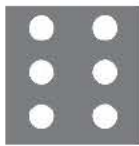
The Gas'n Go is open from 7:00 A.M. through 11:00 P.M., seven days a week, 365 days a year. The store has a massive turnover rate in employees, although one recent hire, Almira Klakshae, has stuck around for six months and seems made of sterner stuff.

## Things to See

- ✦ Newspapers and magazines on racks
- ✦ Waxed-paper cups of icy soda pop and frozen drinks
- ✦ Bottles of juice, water, and soda pop







✦ Small packages of various kinds of convenient foods (soup, stew, candy, chips, pretzels, crackers, beef jerky, sausage, etc.)

✦ Paper towels, individual packages of toilet tissue, and small boxes of facial tissue

✦ Individual packages and full cartons of cigarettes

✦ Vehicle air fresheners in the shape of fruit, leaves, trees, or geometric designs, in a variety of fragrances (vanilla, pine, lavender, floral, new car smell, etc.) and matching colors (white, green, purple, orange, brown, etc.)

✦ Bottles of suntan lotion and tubes of lip balm

✦ Computer generated and scratch-off lottery tickets

✦ Cleaning supplies, including a broom, dustpan, mop, and bottles of chemicals

✦ Detachable metal shelving on heavy metal aisle dividers perforated to hold the shelves

2D+2, repair 3D, streetwise 2D+1, Presence 2D+1, charm 2D+2, persuasion 3D, willpower 3D. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 12/*Wound levels:* 2.

## Things to Do

✦ The players' characters are pursued by some dangerous threat (gang members, locusts, Zombies, mecha sent by a dimension-hopping terrorist group), and they find themselves in a one-horse town ... and the horse is gone. There's only one place to make a stand against this trouble: the convenience store. Can they make do with the meager, eclectic offerings of the gas station and use its geography to their advantage?

✦ The only lead the players' characters have to solve their latest crisis is that a convenience store clerk in town has a vital clue. Unfortunately, there are 31 such stores in town. Can they circuitously track down the right person in time, before the Bad Guys find her?

## People to Meet

The standard clerks have 2D in all attributes (except possibly 3D in *Physique* or *Presence*), with up to two dice split

among combat and defense abilities (*brawling*, *dodge*, *melee combat*, or *marksmanship*). They may also have up to 1D in *lifting*. Managers and owners usually have +1D in *business*. Sometimes employees or owners have a love and knowledge of cars (especially if the gas station has an attached garage); these folks have up to +3D in *repair: land vehicles*. Workers in poor or dangerous parts of town often have pips in *streetwise*, and most people who stick with the job for any length of time developed +1D or more in *willpower*.

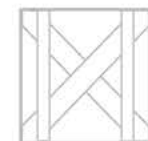
**Tyler Gassen (Store Manager):** Reflexes 2D, brawling 3D, dodge 2D+2, melee combat 2D+2, Coordination 2D, marksmanship 2D+2, piloting 2D+1, throwing 2D+1, Physique 2D, lifting 3D, running 2D+1, Knowledge 2D+1, business 3D, scholar 2D+1, tech: computers 2D+1, Perception

# Convention Center

Of the many modern structures in existence, few are as specialized yet utilitarian as the convention center. Even the earliest designs were enormous structures, sometimes created for one-use purposes such as a world's fair. Designed to host commercial activity, the convention center often serves the same function as the trade fairs of ancient times, when merchant caravans would assemble in large fields outside a nearby city to trade among themselves and the inhabitants of surrounding areas.

In size, the modern convention center (from the 1940s and onward) can range from a small facility of thousands of square meters to enormous "cities within cities" of multi-level structures miles across. Such behemoths have their own power plants, attached hotels, gigantic docking areas, and operations centers. Often, convention centers are divid-





ed into halls, each capable of hosting a trade show or convention simultaneously.

Usually, except for late at night, convention centers bustle with nonstop activity. Convention centers run on a cycle known as setup-show-teardown, in which exhibitors' freight and personnel arrive to ready for a convention, then hold then show, and finally pack it all up for a return home or travel to the next convention. The halls are rarely empty, instead being filled with (at minimum) tables and chairs, but more often with curtained dividers between spaces, which are filled with tables, chairs, or elaborate displays of wares (including signs, samples, and salespeople).

A firefight within a convention center can be a dangerous proposition. Most cover provided by display booths and signs is concealment only — bullets and energy beams can blow through such objects. Visual distance is limited — mostly to the long axis of the series of aisles that run the length of the convention floor between booth spaces. The shorter aisles often stop or bend or are choked with packing materials during setup or people during a show.

Of course, fighting during a show will result in mass collateral damage to people and property, and it can create a panic that could lead to more deaths as people shove and trample each other to make it to the distant exits.

Depending on the show, there may be some hard cover and potential weapons. An industrial machine show would provide solid hiding space behind large machining centers or robots, while a military show could have combat machines, drones, and robots. These industrial devices might emit mild EM signatures and a lot of heat, fouling infrared and other combat sensors.

Police and firefighters can be expected to respond en masse to reports of fires or combat at a convention center. After all, such places may be one of the crown jewels of a city and its reputation — it wouldn't help the city to have its visitors mowed down. Modern convention centers are well built to avoid problems with fires and the like. Many convention centers also feature a small fire-fighting force and somewhat underwhelming security guards. But actual combat can easily overwhelm architectural design safety standards.

Some numbers that might be helpful: the size of a booth space (3 by 3 meters to 15 by 15 meters, usually averaging US\$150 or *Easy Funds* roll per square meter at today's rates); height of ceilings (10 to 20 meters); number of people on a floor at a medium-size convention (5,000 to 10,000); time to get service from a vendor (30 minutes to an hour or more); noise level (rock-concert during setup, much less during a show unless a lot of machinery is being run).

Noncombat complications include surly union workers (bribery is possible, but modern contracts tend to outlaw such activity), crabby customers, giant bureaucratic maze of forms and procedures (despite this most conventions are astonishingly well-organized), high-speed load lifters racing to and fro, too much heat (despite huge volumes, most convention centers get sweaty-hot during setup), lost freight, and ridiculously high charges for sandwiches (US\$10), cold water (US\$3) and electricians (US\$60 per 20 minutes).

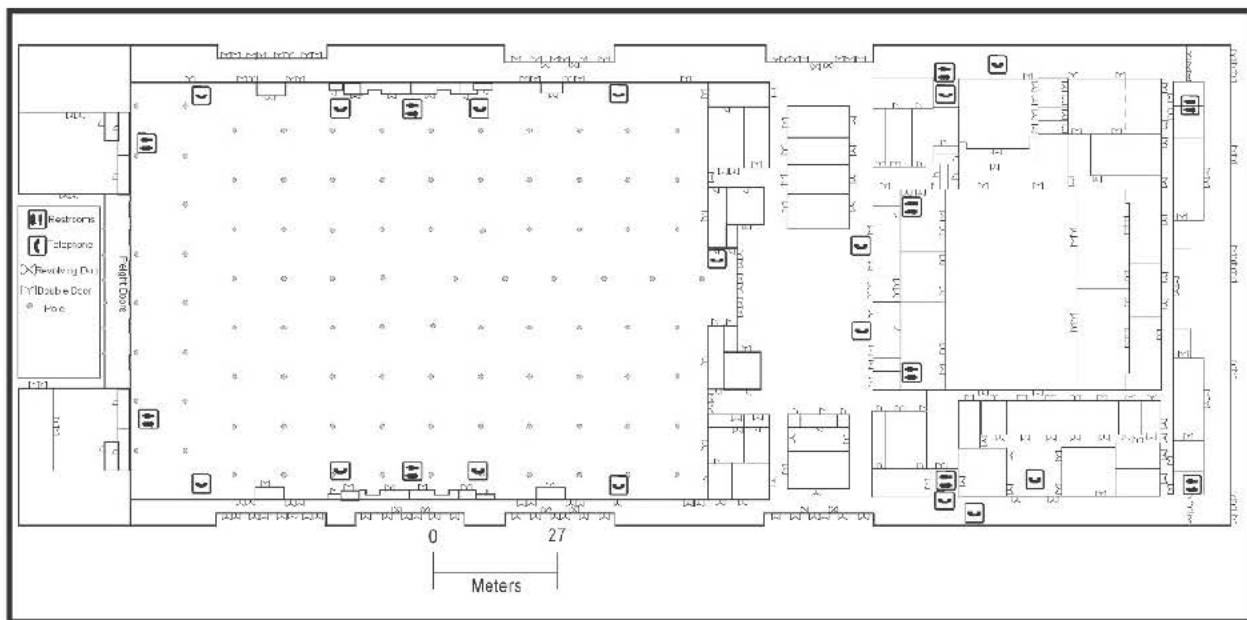
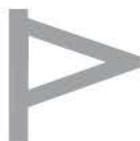
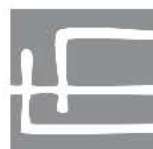
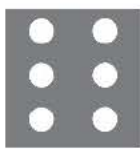
## Don't Miss ...

The Burnside Convention Center is hub of economic activity in a typical medium-sized city. Unknown to residents and most of the workers, the center was built on an extradimensional gateway node. Unfortunately, this node leads to some rather nasty infernal regions populated by an assortment of evil beings.

Once every three months, the dimensional barrier weakens, allowing access to Earth via the node. Fortunately for its inhabitants, the area around the node is sealed with another magical barrier that prevents infernal access to outside the convention center grounds. Those "in the know" can spot the edge of this barrier (Moderate *divination* or Very Difficult *search* roll) — its flowers, plants, and other outdoor accents burst with life and vigor — much to the puzzled pleasure of the groundskeepers.

When the node opens each third month, the denizens of these infernal regions set up a little trade show of their own. The various demons, devils, and vile spirits set up hideous booths — displaying their evil and vile wares and services and vying for contracts for souls, infernal hit jobs, and the like. The





convention starts at midnight and lasts three hours. At the end of the three hours, everything is sucked back into the node in a furious hellstorm.

Evil human sorcerers and their ilk know of the convention center and eagerly await its arrival. There, they can sample the wares from the infernal planes, pay to learn new sorceries and corruptions, and bargain for their souls or the sacrifices they make of unwitting victims.

Secrecy, of course, is paramount to the operation. In a somewhat “realistic” world, there may be divine rules at work specifying that normal people cannot find evidence of the supernatural ... or else. In a more cinematic game, the convention center owner takes great measures to keep the general public unaware to prevent troubleshooters from crashing the event.

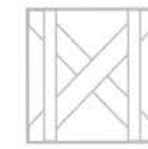
The owner of the convention center, James Balthazor, participates in the Convention from Hell and is well paid to make sure absolutely no one is around during the event unless they have a special ticket to attend. He carefully uses bribery, blackmail, and mind-affecting sorcery to ensure the privacy of the event. (Players’ characters may need to overcome such spells to enter the grounds, usually Moderate to Very difficult *willpower* tasks).

The players’ characters become aware of the Convention from Hell in one of a variety of ways. Perhaps the characters are accidentally mailed a

ticket after subscribing to an occult magazine. Perhaps Balthazor’s headstrong daughter insists on going to the show, thinking her father is merely up to some illegal activity and the characters are contracted to restrain or rescue her. Or, maybe the characters are tasked to follow a necromancer bent on bringing his latest captive to the convention to trade for a Zombie-creating spell.

If played as a humorous scenario, the gamemaster should stress the absurdity of the show — little demons running around setting up booth walls, rigging lighting, fine-tuning torture racks and like. Vendor demons dressed like used car salespersons pester the visitors with special show-only offers and one-time deals. The characters might even witness a group of devils getting into a brawl with the Union of Infernal Heat Producers and Distributors (IHP&D) reps.

In a serious scenario, the entire atmosphere is very deadly: the characters must constantly be on the lookout for aggressive foes seeking an advantage and must “act the part” of evildoers (Moderate to Difficult *con* and *disguise* rolls are appropriate, as is liberal use of *intimidation*). One slip and they could (literally) bring Hell down on their heads. The booth sections will feature a litany of abhorrence the likes of which mere mortals have a hard time adjusting to — gamemasters should play up the gore, fear, and hopelessness on display. If the heroes



are here to rescue someone, they had better figure out a way to frame a group of infernals for their deeds — a common enough practice for these beings. Once the fireworks begin, they can hopefully escape with their captive.

## Things to See

- ✦ Waxed-paper cups of soda pop, with clear plastic lids and straws
- ✦ Large black or metal posts with wide elastic or thick rope strung between them to mark off line-forming areas
- ✦ Metals poles, about two and a half meters tall, with a dark purple, dark blue, or black thin curtain hung on a metal bar between them
- ✦ Folding chairs with plastic seats and backs and metal legs
- ✦ Large gray-brown plastic trash cans
- ✦ Two-meter long folding tables covered by white plastic sheets and encircled by white, black, dark purple, or dark blue skirts of a thin polyester material
- ✦ Information booklets or fliers
- ✦ Small free items (pens, pencils, magnets, mugs, first-aid kits, etc.) — with company logos on them
- ✦ Paper name tags, attached by adhesive or pins or kept in clear plastic holders on lanyards worn around the neck

## People to Meet

Most convention workers are tradespeople and have 2D in each attribute. Each should have skills appropriate to their profession, such as *tech* 4D, *artist* 3D, *hide* 6D, *repair* 4D, *streetwise: convention center* 4D, *intimidation* 3D, and *con* 3D. Security guards have *marksmanship*, *brawling*, and *security* at 2D+1 to 3D.

## Demonic Sales Rep

Surprisingly friendly, these lower planar creatures come in numerous shapes and sizes and can be found attending to customers at their booths. If

a character is so foolish as to offer his soul for trade, the demon will cheerfully take down the character's information so that the home office can get in touch with the person at the soonest opportunity.

**Demonic Sales Rep:** Reflexes 3D, brawling 4D, sneak 4D, Coordination 2D, throwing 4D, Physique 3D+2, lifting 4D+2, running 6D, Knowledge 2D, business 4D, Perception 2D, Presence 4D, charm 6D, persuasion 6D, intimidation 6D, willpower 4D. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 21/*Wound levels:* 3. *Disadvantages:* Employed (R1), anyone who knows its true name can command it completely; Sense of Duty (R3), totally committed to making the sale. *Special Abilities:* Attack Resistance (R1), +1D to damage resistance total against weapons not blessed or enchanted; Immortality (R1), a holy symbol and proper ritual returns it to its realm.

## Things to Do

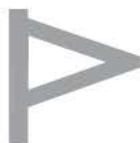
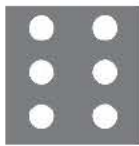
✦ An acquaintance of the players' character calls and, in a worried voice, says no one has seen her nephew since he attended the last trade show. The nephew was hired by the acquaintance's company to set up and tear-down the booth. The company sells some kind of exotic or military technology: high-capacity storage, cutting edge optics, laser systems, or early nanotechnology.

Oddly, the corporate reps at the show were reportedly from one of the company's "black" divisions, engaged in some top-secret work. Supposedly, they were to meet with very select clients at the show. The characters are asked to look into the nephew's disappearance, as the police have turned up nothing.

## Dock Front

The dock front emerged from a simple yet ancient problem: How do you connect ships and their stuff to dry land as efficiently as possible? The dock front provides a centralized location for ships to launch





and land, load and unload cargo, and manage their legal and bureaucratic affairs.

The most prominent feature of a dock front is its docks — the straight physical platforms that provide a means of landing and launching vehicles. In times of old, these were made almost exclusively of wood, while most large modern docks are usually metal and concrete, especially those designed for huge ocean liners, oil tankers, or freighters.

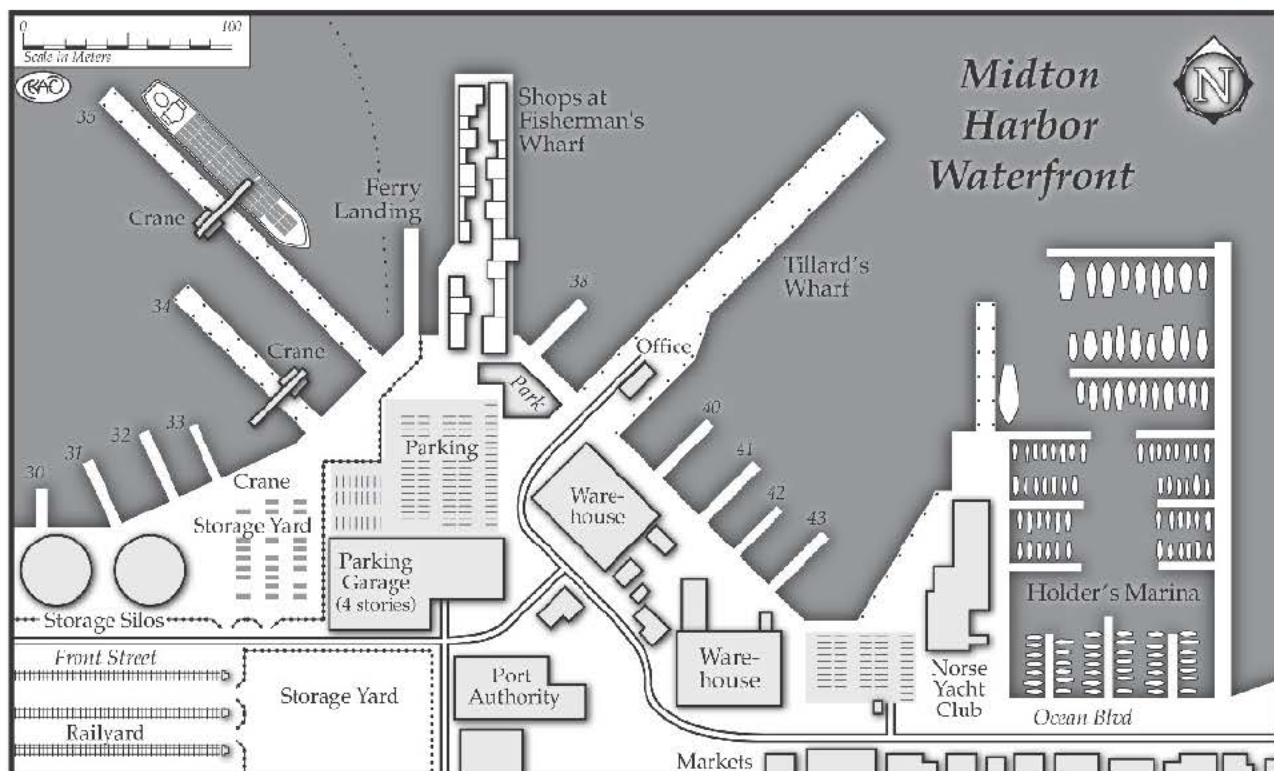
Docks have several features, the extent of which depends on their size. First, docks exist primarily to handle cargo; as such, roads, warehouses, cranes, and lots of burly people are nearby to get goods off and on a ship. The offices and employees necessary to keep track of these shipments are also usually nearby. These buildings are almost always nondescript and Spartan; the sea air plays havoc with any ornamentation, and docks do not depend on foot traffic.

Second, dock fronts exist as a means of permitting and organizing aquatic excursions. In olden times (pulp-era and before), one-way ship-bound travel was much more attractive, but today's luxury liners and yachts primarily give their occupants a chance to enjoy the sea, depositing its passengers

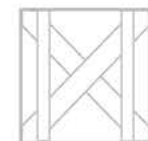
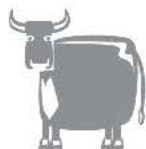
in the same spot they left. These often use the same docks as the cargo vessels, though private docks for the rich are common. Regardless, these areas are often rigged to provide a bit more comfort for passengers, usually with benches, bars, and sometimes duty-free shops.

Finally, most large docks have a governmental authority or liaison to ensure that all security, legal, and tax issues are resolved. The Port Authority wields supreme authority in its domain, and it can ban certain vessels or shippers, or even restrict or close the entire dock. In eras where terrorism is an immediate threat, security systems are much more omnipresent, requiring a *Difficult con*, *security*, or *sneak* check to circumvent. In other eras, docks are much more relaxed and usually the point of entry or egress for criminals, undesirables, or others who exist outside the law; at most a *Moderate* check is necessary, and most docks are *Easy* to get into. Of course, these difficulties do not assume the possibility of having help, such as a corrupt insider; such aid would make things much easier.

The dock can exist in almost any era virtually untouched. Any changes would be cosmetic and behind



## D6 Adventure Locations



the scenes — inventory controlled by clipboards instead of computers, cranes powered by people instead of diesel, and so on. Likewise the dock front scales trivially to different sizes; two or three docks mean the area can handle at most dozens of ships a day, while hundreds of docks in various sizes mean that thousands of vessels can come and go.

## Don't Miss ...

The Midton Harbor was first so dubbed in 1877 and has grown steadily — and profitably — ever since. After the recession of the early 1980s, most of the dock was taken over by investors Dale and Douglas O'Dare. Twin brothers, these 50-year-olds have kept the docks running in full order for decades. Unfortunately, they are at moral extremes; Douglas has made all manner of shady deals and illegal operations, ensuring the docks' continued contributions to the city's flow of contraband and other ills. Dale O'Dare, the altruistic multimillionaire, continues to run the dock for all manner of humane purposes and is unaware of his brother's misdeeds ... or of the fact that Douglas often impersonates Dale to further his own goals.

The bulk of the harbor's commercial docks are allocated according to vessel size and tradition; fishing vessels traditionally use the crane docks to unload, then trade and sell their wares at Fisherman's Wharf. Mundane docks are numbered, giving them a specific address. Freighters not requiring a crane generally unload on Tillard's Wharf (named for a regional Civil War hero), while smaller vessels generally use the mini-docks; in particular, Douglas has used the docks between Tillard's Wharf and Holder's Marina for illegal activity.

The Port Authority was traditionally weak at Midton Harbor, but recent terrorist events have bolstered its budget and power. Nyokabi Bira, the 33-year-old Kenyan immigrant who heads the Authority, has begun all manner of investigations and increased counterterrorism measures. Her mandate also extends to the Midton Ferry, which transports thousands of passengers daily and is a security nightmare.

Outside of the Port Authority, Holder's Marina is the only property of note not owned by the O'Dares.

These docks harbor the most expensive ships of the city's elite. Cardamom Holder, the beautiful 27-year-old socialite who inherited the legal rights to the marina, has proven surprisingly curious and competent in the day-to-day affairs of Midton Harbor. Some in the know think this gray-eyed firebrand has her sights on taking control of more of the harbor ... although whether this is for common good or her own desires is unknown. She spends her spare at the Norse Yacht Club, where nautically minded millionaires pass their days in its opulence.

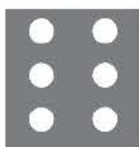
## Things to See

- ✦ Thick rope or chain wound or tied around posts
- ✦ Life jackets and rings
- ✦ Large, yellow or red metal buoys
- ✦ Heavy metal anchors
- ✦ Yellow or white safety caps
- ✦ Black safety ear protectors ("earmuffs")
- ✦ Flat pallets constructed of wooden slats or molded from plastic, about one to 1.2 meters on each side, sometimes stacked with containers and sometimes stacked on each other
- ✦ Long boards from broken pallets
- ✦ Large metal, plastic, or wooden barrels and crates, empty or filled with transported goods (books, shoes, toys, clothing, grain, oil, wine, etc.)
- ✦ Forklift (see the "Warehouse" entry for details)
- ✦ Huge green, blue, or black, rectangular, metal bins for trash with heavy plastic lids

## People to Meet

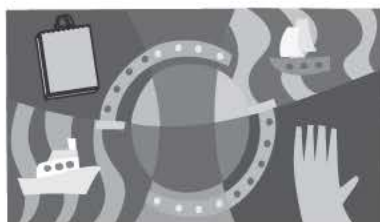
Most dock employees have 2D in all attributes, although some burly dock workers have up to 1D more in *Physique* and 1D less in a mental attribute (generally *Knowledge*); pips in *lifting*, *stamina*, and *swimming* are near-mandatory, while +1D in *repair* or *know-how* can help to deal with the myriad of unforeseen problems that can arise. Administrative types may have up to 1D more in mental attributes, at the cost of a physical attribute; +2D or more is likely in skills such as *business*, *languages* (for ports





For shopping or sailing visit

## Midton Harbor



Featuring Shops at Fisherman's Wharf  
and the Norse Yacht Club.

Also offering for lease personal and  
commercial wharfs and commercial  
warehousing space.

with an international presence), *security* (especially in a setting where terrorism is a valid concern), and one or more social skills (especially *command*, but *charm*, *intimidation*, and *persuasion* can reflect certain leadership techniques).

**Dock Worker:** Reflexes 3D, brawling 3D+1, melee combat 3D+1, Coordination 2D, piloting 2D+2, throwing 2D+1, Physique 3D, lifting 3D+2, running 3D+1, stamina 3D+1, swimming 3D+2, Knowledge 2D, business 2D+1, Perception 2D, repair 3D, Presence 2D, intimidation 2D+1, willpower 2D+1. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 11/ *Wound levels:* 2.

## Things to Do

✦ The players' characters track a major villain to the dock front ... shortly before the Annual Boat Show parades downriver! Can the heroes track him down — perhaps by commandeering a ship of their own — and stop him before he slips away?

✦ The docks have been sealed off. Is it to keep something from escaping, or something from **arriving**? And can the heroes crack the mystery before a shipment of necessary vaccine is delayed or rerouted, resulting in unnecessary loss of life?

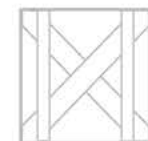
## Farm

The family farm is one of the classic American settings in fiction depicted with sentimental aura of naiveté, an iconic example of wholesome family values. This upright persona of clean living is precisely the reason the setting of the farm is excellent for twisting into the fabric of a good adventure. Whether it involves a busload of teenagers being stalked by a psychopathic killer or a façade masking the secret base of a super genius bent on world domination, the benign and deceptively boring country farm can hold many surprises. Even in a more family-oriented adventure, it is a good stalking ground for a talking animal and its crime-fighting buddies.

A key aspect of using the farm to host a scenario is the remoteness of the location. Especially in campaigns set in the early or pre-industrial eras, farms are generally isolated. While a few are a couple of hours' walking distance from a small town, most farms are generally only close to other farms. Even in a modern setting the phone and power lines in this rural location are rarely underground, making them easy to sever to prevent characters from sending for reinforcements. Roads leading to farms are usually small one-lane dirt tracks during the pre-World War II era, and in modern times they are the very same roads with a (sometimes disintegrating) coat of asphalt. Sabotage of a vehicle or inclement weather can make escape from the area difficult, perhaps impossible, forcing characters to take shelter in the structures available.

Additionally the fields can be vast, almost maze-like obstacles to wander around in. During the day, players wandering fields of taller crops, such as corn or sugarcane, can lose their sense of direction and may require Easy to Moderate *search* and *navigation* rolls to get their bearings. At night, not having the sun and view of tall landmarks, these checks become much more challenging, adding +10 to the daytime difficulty. If pursuing someone into, or through, a field of tall crops the person being chased





gains a +2D bonus to *hide* and *sneak* attempts made within the field. Shorter crops, like soybeans or wheat, can provide some cover to those lying down or perhaps crouching, but the bonus is only +1D and is lost when the person moves. Searching for someone moving through a field from an elevated position or while flying may negate all, or part, of these bonuses.

Another phenomenon of fields, good for exploiting in adventures, is the crop-circle. These are clearings, within the field, that form patterns when viewed from the air. These patterns can be intricate, revealing pictures or complex icons. Crop-circles are made by placing a stake in the ground, attaching a rope to the stake, and leveling the crops with the rope by walking around in various patterns. It is a prank played on farmers, locals, and conspiracy theorists to make them believe aliens or other supernatural forces have visited the field and left their mark — perhaps even a message. Obviously, for adventurers, encountering the real thing rather than practical jokers is a distinct possibility.

In the realm of mundane encounters, characters may run afoul of the farmer, his or her family,

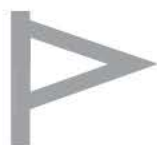
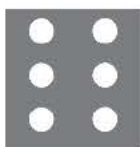
farmhands, crop pickers, or livestock — including cows, horses, pigs, chickens, as well as dogs and cats commonly kept for security and pest control. If a call for help was made, the response of local law enforcement might be a semi-skilled deputy or fairly competent sheriff. In Wild West campaigns, this might be a problem as practiced gun-fighters often took jobs as law-enforcers.

Most locals will treat outsiders with caution and mistrust, giving a +5 to +10 modifier to all interaction attempts made against them. In some cases, when trouble is rumored throughout the area, the barrel of a shotgun might greet those approaching a farm rather than just a deaf ear. However, an injured character would likely be taken in and aided, giving the player a chance to interact and bond with the wary farm family. Of course, with the values of rural areas generally being more conservative, attention paid to a farmer's daughter might be treated with more scrutiny and maybe even a shotgun wedding!

Generally, a farm consists of one house, a barn, one or two silos (or other storage structure), with a single road running to the house and bracketed







## Farm Hazards

Should a character be run down by a farm vehicle with one of the various attachments or harvesters in use, add another 3D to the collision damage. Falling, or being thrown, into a thresher, mower, plow, harrow, cultivator, or similar device operating but stationary does 6D damage, however this damage is only applied to the limb or limbs that get trapped inside.

Being buried inside a silo could easily prove fatal to anyone trapped inside. If buried far down inside the building, the character must make a Very Difficult *climbing* test to wade through one meter of the crop surrounding him. Critical failure with a failure results in 4D+2 of damage, unless the character has some way to protect himself from the weight of the crops such as an environmental suit, forcefield, or special regenerative ability. Every few *climbing* tests necessitates a *stamina* starting at Very Easy, increasing by +5 per check, and counting as an action, unless the character stops moving. A Critical Failure with a failure deals 5D+2 due to suffocation, but general failure prevents the character from continuing for 2D minutes. The character trapped inside automatically take 5D damage for every 15 minutes spent buried.

by fields. The position of the house, relative to the fields, varies and is often based on geographic boundaries or land ownership. In modern settings, parcels of land are generally bordered by one- and two-lane asphalt roads to allow tractors and trucks easy access to the crops. Drainage ditches almost always separate the road and the crops. A few farms, orchards, or plantations have stables or dairies; however, the barn normally suffices for the basic needs of storing livestock.

Typical farmhouses generally have two to four bedrooms, a kitchen and dining room combined, a pantry, a living room, and porch suitable for seating several people. On a plantation, the main house can be quite ostentatious with four to 12 bedrooms, a study or library, a sitting room, a dining room, a separate kitchen, and perhaps even a ballroom.

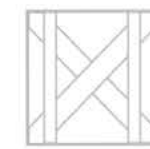
Additionally servants (or slaves in some eras) quarters may be nearby; the design and quality generally reflect the owner's philosophy and means. The area around the main house, barn, and other central structures usually has 10 to 20 meters of clearance from the fields or orchards.

Dairy farms have one or more large, oblong structures that have stalls for milking. The cows generally graze in pastures surrounding the dairy and are brought in twice a day for milking. In more high-production, corporation-owned facilities, the cows remain in the stalls the entire day and are milked automatically up to four times a day. Dairy cows are accustomed to the presence of people and normally ignore most intruders, retreating from anything threatening. Cows do sleep upright and, for reasons only known to the inebriated mind, tipping then over while slumbering is a semi-popular, though sometimes dangerous and difficult, rural activity. Once tipped, a cow can right itself, albeit clumsily, but heavily fattened cows may not be able to do it without intervention.

Barns are tall structures, generally five to eight meters, with a large open area on the first floor and loft above. On the main floor are the livestock, or in more modern settings the tractors and combines. The loft is generally additional storage, specifically for feed, such as seed and hay. In the barn are generally found the most lethal instruments on the farm, aside from a rifle or shotgun the farmer would have in the main house. These objects include pitchforks, scythes, saws, machetes, knives, axes, and most any kind of power or manual tool. Aside from an ornery horse or bull, these instruments generally make the barn the most dangerous building for players to enter on a dark and stormy night.

Vehicles common to modern farmers include a tractor, combine, and a pick-up truck. During harvest, a 10-wheel truck may be rented to haul crops, but trailers for the same purpose can be added to any of the common vehicles. The tractor is used for tilling soil and planting seed, using a variety of attachments that it tows. Combines mow through fields and separate the crop from the stalks. Being run down by a combine or tractor can do severe damage to a character, as the blades and other instruments can rend flesh quite easily.





Tractors and combines can range in scale from 6 to 12 with a Toughness of 3D to 5D. They rarely can move better than 20 kilometers per hour (28 meters per round), and in a field, they can only do half that speed.

Silos and other storage facilities for grain, corn, soybeans, and other crops vary depending on the type of crop. A silo is generally around five to 12 meters tall four to six meters in diameter, and holds about 10,500 to 2,500 liters (300 to 700 bushels) of crop per meter height of the silo depending on diameter. Modern silos have a vent going down one side of the silo from top to bottom, for climate control, and this might make a convenient escape hatch for characters trapped inside.

## Things to See

- ✦ Large tubular or small square bales of hay
- ✦ Farming implements (pitch forks, shovels, spades, hoes, wide brooms, water hoses, etc.)
- ✦ Hard, thick disk-like patties of animal manure
- ✦ Large bags or barrels of plant fertilizer
- ✦ Large bags or barrels of animal feed
- ✦ Long wooden, plastic, or metal troughs to hold feed and water
- ✦ Wooden rail fences, some topped with barbed wire, and materials for fixing them
- ✦ Rows of vegetable plants and fruit trees and bushes, some with vegetables or fruits on them, depending on the time of year
- ✦ See the "Apartment" and "House" entries for ideas on what appears in the farmhouse

## People to Meet

Most farmers have 2D in most attributes (possibly 3D in *Coordination* and *Physique*), with lifting at +1D to +2D due to the hard physical labor they go through. The farmer is skilled in *scholar: agriculture* or a similar skill at +2D to +3D, plus *repair* and *business* skills of +1D to +2D. Farmers in Wild West and frontiers campaigns, or others with more intensive environments, also have a combat skill such as *marksmanship* or *melee combat* at 3D to

5D. Family members generally have 1D to 2D+2 in attributes, depending on age, plus skills similar to the farmer, though generally at lesser values. Horses, dogs, and cats can be found on page 127 of the *D6 Adventure Rulebook*. For a quick encounter, consider horses, cows, bulls, buffalo, llamas, and similar large animals to be scale 2 to 4 with *Physique*, *brawling*, and *running* skills of 4D. Give a +1D damage bonus for hooves and horns and +2D damage bonus for trampling.

**Farmer:** Reflexes 2D, brawling 2D+1, melee combat 3D+2, Coordination 2D, marksmanship 2D+1, piloting 2D+1, throwing 2D+1, Physique 3D, lifting 3D+1, running 3D+1, Knowledge 2D, business 2D+2, scholar: agriculture 4D, Perception 2D, know-how 2D+1, repair 3D, Presence 2D, intimidation 2D+1, willpower 2D+1. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 10/*Wound levels:* 2.

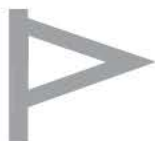
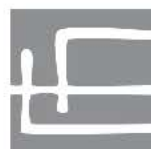
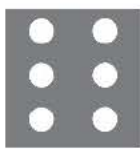
## Things to Do

✦ A group of players' characters, weary from travel, spy a barn in the distance and approach to find shelter for the night. As they draw closer, a shot rings out, dirt kicking up nearby, and a husky voice shouts, "Get off of my land!" Looking at one another, the characters must decide if they can reason with this man or if the next farmhouse might be a bit more hospitable. Of course the sun is starting to go down...

✦ Barreling down a country road, the players' characters race to elude a ruthless hit-man when they careen off into a ditch. Seeking cover, they run into a field only to find that the hit-man has killed the local farmer and stolen his combine. Turning the machine toward the characters, he drives at them intent on a messy end for the heroes. Should they head for the road or try to elude him in the fields?

✦ A close relative of one of the players' characters has invited the party to stay on her farm in order to "get away from it all." In the middle of the night, phantom voices can be heard coming from the barn, drawing the characters out of the relative safety of the house into the yard. Perhaps the crop-circles, gruesome cattle mutilations, and suspicious deaths of the past few days weren't so coincidental





at all. Meanwhile the “thing” waits with hunger and murderous anticipation for the characters to split up in order to cover more ground...

riflemen in dispersed patterns or even those readying for melee combat. The trees tend to disperse neat formations, however, perfect for some defend-

ers looking to lure highly disciplined units into personal combat. Of course, those formations may simply wait in the meadow and pepper their en-

emy with missile fire in the hopes of driving them into the open (see the movie *Gladiator* for a scene where a Roman army flushes barbarians from the woods).

Natural dangers include flash floods (as water from higher elevations will take the path of least resistance and flow through a meadow), dangerous weather, grass fires in dry seasons, forest fires, and animal or stinging insect attacks.

Very generally, the meadow provides no cover unless it is rolling or somewhat hilly. Tall grasses and old logs may provide decent concealment (+6 cover modifier). The forest's trees average scale 8 (as large as scale 20 for some old-growth trees), with Toughness ranging from 2D to 8D and providing full cover to beings of Human size or smaller. (Some large trees offer greater protection to bigger characters.) Of course, unless there has been wet weather, forests are easily lit on fire due to the plentiful supply of dry underbrush, twigs, and the like.

The forest and meadow might seem like an unusual place for adventure and danger. The words bring to mind the images of bucolic places ranging from the glens in *Sleeping Beauty* to the alpine meadows in *The Sound of Music*. But remember the forest and meadow (an interface zone between two vastly different kinds of terrain) is one of the most common areas in the natural world, and much possibility arises.

Depending on the climate and current weather conditions, the forest and meadow may be a warm, inviting place to sleep, harvest natural materials and set up camp, or a cold and barren place beset by snow or rain, with the possible presence of enemies hidden in the tree line.

A prime location for camping, the forest and meadow makes an ideal spot with open terrain to erect tents and graze animals with a plentiful supply of wood for fires and structure building. *Survival* rolls receive a +5 or higher bonus during warm seasons, and cold weather has little penalty (if the camper is properly prepared). Finding food is an Easy to Moderate *survival* task (again depending on season), with often hunting and fishing opportunities plentiful.

Establishing a line of defense just inside a forest overlooking a meadow can net several powerful advantages as the trees provide significant cover and concealment for the defenders who overlook the open area. Of course, if the defenders are taking artillery fire from cannons, this cover may be somewhat negligible as shells hitting the trees will spray wood splinters and blown-off sections upon defenders (watch the movie *Band of Brothers* to see the effects of modern artillery on an entrenched unit in a forest), causing 1D or more in damage. In less modern settings, tree lines can provide cover for

## Forest and Meadow

### Don't Miss ...

The woods surrounding the Forked Glen meadow are thick and heavy, full of old logs and dense undergrowth, which cut travel speed by 75%. Thus, the only real option is to stay on the two trails that enter the glen. From the west, the trail cuts directly to the heart of the area, with the remains of a campfire nearby. (Depending on how soon after the previous occupants left that the new visitors arrive, the characters might be able to make an *investigation* or *survival* roll to determine when the fire was put out. The further in the past it was created, the more difficult the character has in figuring out when the campfire was extinguished.) Under one of the





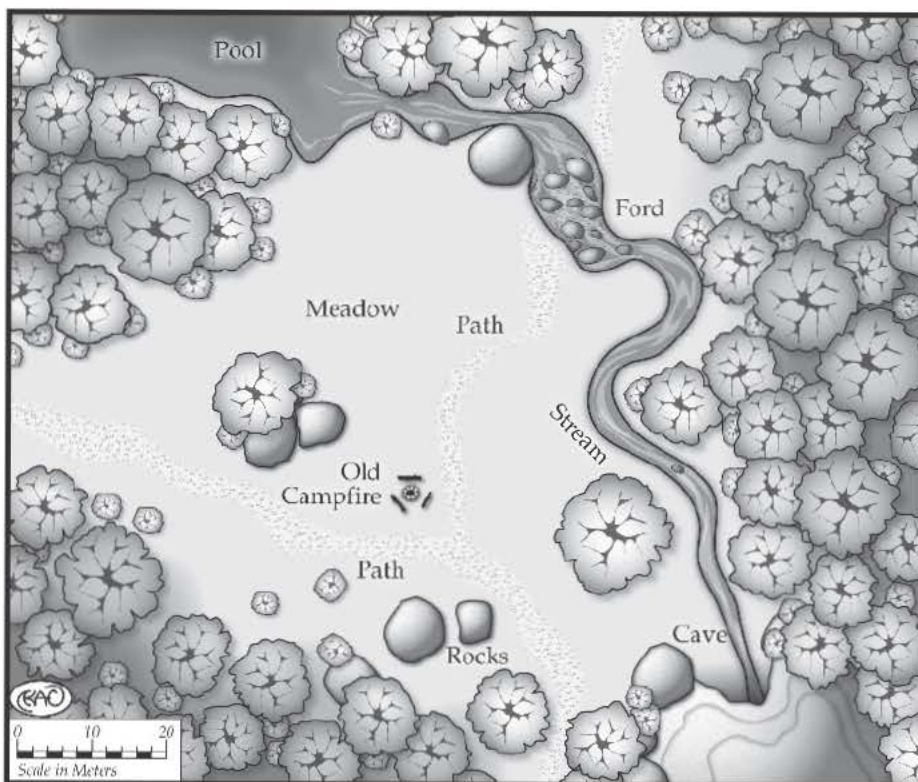
campfire rocks is concealed a small weapon or clue.

The meadow itself has tall grasses, providing easy concealment for a lurking enemy. The nearby pool is surprisingly deep and cold, and it could serve as the sight of a drowning or hiding place for an aquatic enemy.

The north most trail enters over a ford, which features moss-slimed stones and a potentially nasty fall when crossing (+10 to *running* difficulty; 3D damage from fall if the character fails the roll with a Critical Failure and loses his next few actions getting out of the stream). The stream that exits from a dark, dank cave nearby feeds the stream and the pool.

## Things to See

- ✦ Sticks that wind has ripped off of trees, ranging from hand-length twigs to arm-length branches
- ✦ Bushes filled with berries (poisonous red or white baneberry or daphne or red chokeberry; edible blueberries, raspberries, or thimbleberries; etc.)
- ✦ Clumps of poison ivy, identified by its oddly shaped, five-lobed leaves (+5 to all difficulties for 1D days if a character touches the plant; increase the difficulty modifier and length of time for prolonged exposure)
- ✦ Moss-covered rocks
- ✦ Animal footprints
- ✦ Tall grass in an open meadow
- ✦ Thick, spongy blanket of fallen leaves or needles within a forest
- ✦ Acorns, chestnuts, or pinecones scattered underfoot



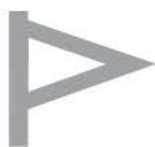
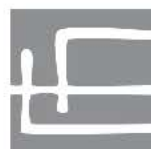
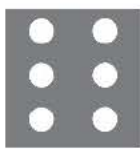
## People to Meet

Most commonly, characters won't meet anyone in a forest or meadow. Rather, they'll run across squirrels, chipmunks, mice, and birds, with the occasional fox, deer, wolf, bear, or mountain lion. Use the game characteristics for rats (under the "Cavern" entry) for small animals; the game characteristics for horses (page 127 of the *D6 Adventure Rulebook*) for deer, the game characteristics for dogs (page 127 of the *D6 Adventure Rulebook*) for wolves and foxes, and the game characteristics of large cats (page 127 of the *D6 Adventure Rulebook*) for mountain lions. See the "Zoo" entry for details on the bear.

## Psychic Fungus

This semi-intelligent giant mass of fungal growth could be of alien or occult origin. It lives primarily underground, with a few cleverly disguised holes to the surface, intended to suck in whomever steps on them. As soon as the fungus is touched, it tries to take over its victim's mind, lulling it into a dream-





## A Sense of Serenity

Gamemasters can rely on forest and meadow areas to lure players into complacency if the area is described as peaceable and inviting. But perhaps the entire meadow houses the underground presence of a carnivorous fungal colony that beguiles its prey with psychedelic spores? Perhaps a section of the tree line is actually a carefully camouflaged bunker complex that the characters blithely walk toward as machine guns track their approach? Maybe strange magic is at play, and the meadow touches other realities, other places — changing the air, water, soil and animals to something else.

state to die of starvation and slow digestion by the mass. Whenever something out of place occurs in the dream, the victim may make a roll to break free from the fungus's mind grip. Once free, the character must tear her way to the surface.

**Psychic Fungus:** Reflexes 1D, brawling 3D, Coordination 1D, throwing 4D, Physique 4D, lifting 4D+2, Knowledge 1D, Perception 1D, Presence 1D, persuasion 6D, willpower 4D, Psionics 4D, telepathy: mind control 4D+1. *Move:* 2 (burrowing). *Strength Damage:* 2D. *Body Points:* 17/*Wound levels:* 3. *Disadvantages:* Hindrance: Atypical Movement (R1), burrowing only; Hindrance: Slow Movement (R4), -8 meters to base Move.

## Hidden Sniper

This person has carefully hidden himself amidst the foliage and makes a fearsome foe during a war scenario in a forest and meadow or to portray the nutcase living in the woods.

**Hidden Sniper:** Reflexes 2D+1, brawling 4D, sneak 6D, Coordination 2D+2, marksmanship 6D, throwing 4D, Physique 2D+2, running 6D, Knowledge 2D, Perception 2D, hide 5D, Presence 2D, willpower 4D. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 20/*Wound levels:* 3. *Disadvantages:*

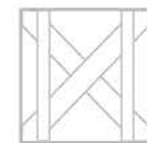
Sense of Duty (R3), totally committed to the kill  
*Equipment:* sniper rifle (damage 6D+1; ammo 1; range 40/70/130; must be reloaded each shot); 20 rounds ammo; knife (damage +1D); camouflage clothing (+1D to *hide*).

## Things to Do

✦ The players' character have just entered town and overhear a frantic conversation between a local mother and the town sheriff. It seems her two sons, off to play in the state forest near their home, have not returned. The danger is heightened when the superstitious old woman complains the boys didn't say a good-night prayer to Mr. Frost. The characters then must learn the dark ghost story of Mr. Frost and the mother's family's complicity in this tale of sorrow and revenge. Can the characters uncover the truth about Mr. Frost? Or will the townsfolk's shame and fear of outsiders prevent rescue of the two young lads? Perhaps the cave of Forked Glen contains the remains of Mr. Frost and now houses the two boys — or perhaps he was drowned in the pool. Simply getting to the glen while daylight remains will be difficult, and the fearful sheriff and his three deputies are oddly reluctant to do anything until state troopers arrive as backup.

## Hotel/Motel

Throughout history, travelers often had to rely upon the kindness of strangers, but sometimes they found temporary shelter from the elements in inns, establishments designed especially for pilgrims and similarly transient visitors. Some inns offered little more than a dry piece of dirt to lie down upon (modern-day "fare-saver" motels seem to have embraced this lamentable tradition). A few inns provided for every comfort, but they charged increased fees for doing so. Thanks to Hollywood, many people think that inns were a fixture of ancient and medieval life, but the truth is that, throughout his-



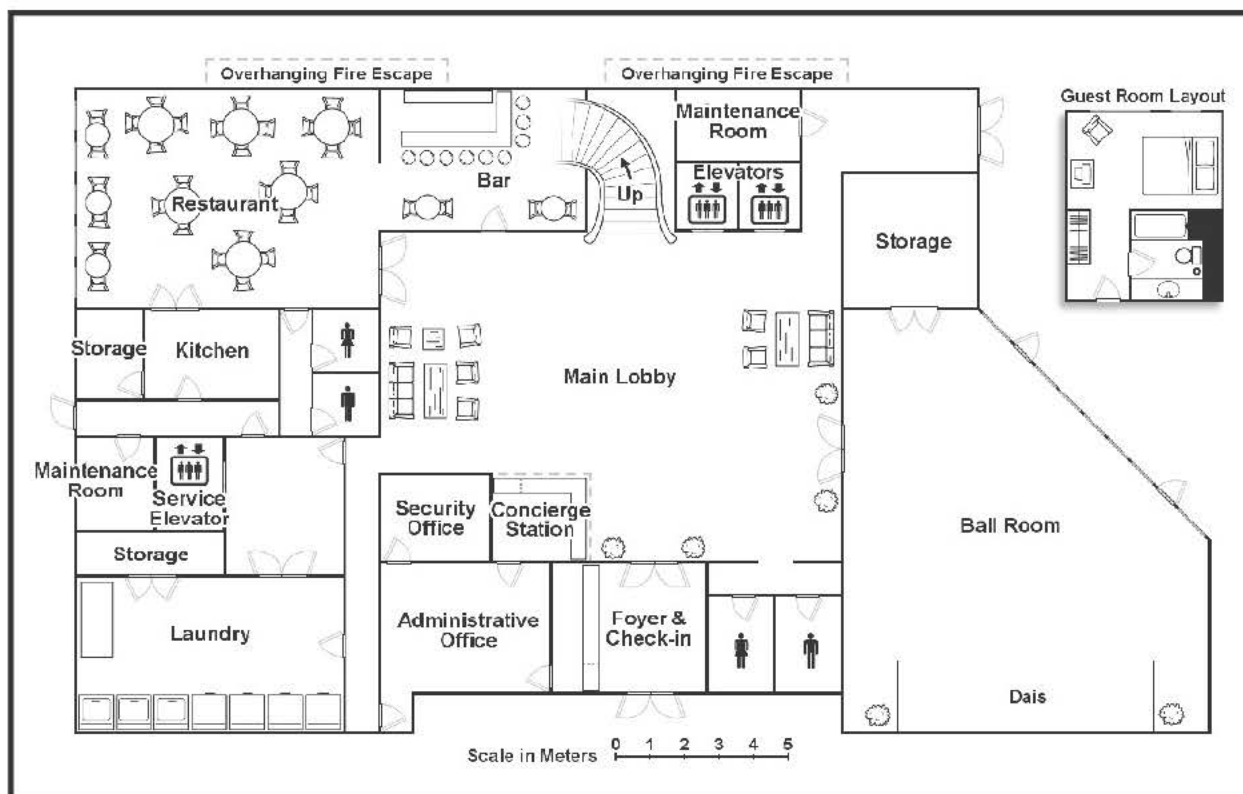
tory, relatively few people have ever been permitted to travel very far from the place of their births, and inns weren't as ubiquitous as mass-market fiction would lead people to believe. For example, the inns of the Roman *cursus publicus*, the famous system of imperial roads, could only be used by military personnel and government couriers with special permits. Conditions were not much different in medieval Europe, as travelers other than merchants (and sometimes even them) were looked upon with suspicion. Only when the world grew much safer did anything resembling the modern concept of inns, motels, and hotels come into being.

Some motels simply offer a clean bed, working bathroom, and cable television, amenities they deliver with reasonable success. Hotels in major cities sometimes incorporate themes, in much the same manner as casinos, in order to attract customers. In places like Las Vegas, and in resorts around the world, it can be hard to differentiate between hotels, casinos, and nightclubs: The concept have often been merged, to keep patrons coming through the door and staying longer.

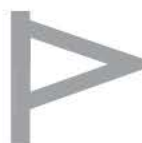
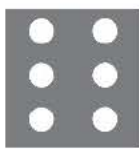
## Don't Miss ...

The main entrance of the Westmarck Hotel opens onto a foyer decorated in Art Deco style, with sweeping columns and arches, chrome and frosted-glass light fixtures, and gilded fretwork. Two attendants remain on duty at the reception desk at all times, while a concierge is available between the hours of 7:00 A.M. and 9:00 P.M. every day. Beyond the reception area lies the main hall, also decorated in the grand Art Deco fashion and having several couches and single-seat chairs for the guests' comfort. Two elevators (with decorative folding cage doors) provide quick, quiet access to the upper floors of the hotel. A carpeted grand staircase sweeps up from the lobby in elegant curves, creating a photogenic space for wedding parties and similar outings, while providing convenient access to additional function space and guest suites on the hotel's second floor.

Also in the main lobby is the entrance to the hotel's combined restaurant and bar, which has a







dance floor and stage for occasional nightclub acts. The hotel offices, including those of the manager and security officer, are located beyond several layers of doors marked “Employees Only.” The hotel’s kitchen prepares meals both for the restaurant and for room service, and its storeroom maintains enough to feed 100 people for two weeks without resupply. The hotel operates its own laundry service, to minimize costs and save guests from regrettable dry-cleaning mishaps. Each floor of the hotel has its own storeroom for linens and other housekeeping supplies, as well as signs that display routes to the fire escape and the staircases. Rooms are well apportioned with luxury bath suites, two full or one king-size bed, in-room refrigerators, microwaves, mini-bars, and color televisions with satellite-cable and “on demand” movie and video game service.

## Things to See

- ✦ Color television set
- ✦ Polyester blankets in solid colors (often gold)
- ✦ Crisp, white sheets, pillows, pillowcases, towels, and washcloths
- ✦ Plastic bucket with matching lid designed to keep ice cold
- ✦ Small two-use bottles of shampoo and hand lotion and three-use bars of soap
- ✦ Heavy wooden-and-metal hangers
- ✦ Full-size iron with a freestanding ironing board
- ✦ Thin plastic cups with the hotel’s logo on them
- ✦ Digital clock with bright red numbers
- ✦ Heavy lamp with a off-white lampshade and a small metal knob to turn it on
- ✦ Unwieldy push-button phone with buttons marked for various hotel services, such as room service, front desk, and messages

## People to Meet

Hotel executives and employees have 2D in each attribute with one or two additional pips in *business*, *charm*, *know-how*: *housekeeping*, and *scholar*: *local attractions*. Larger and more exclusive hotels

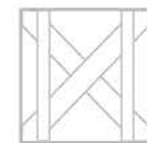
employ house detectives, but even the smallest motel may sometimes hire a security guard, if local conditions demand it (late-night robbery is still a problem in certain rural areas). For these individuals, use the attributes and skills of the security guard (see the *D6 Adventure Rulebook*, page 126).

**Front Desk Clerk:** Reflexes 2D, brawling 2D+1, Coordination 2D, piloting 2D+1, Physique 2D, lifting 2D+2, running 2D+1, Knowledge 2D+1, business 2D+2, scholar: local area 3D, tech: computers 2D+1, Perception 2D, investigation 2D+1, Presence 2D+2, charm 3D+1, persuasion 3D, willpower 3D. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 9/ *Wound levels:* 2.

## Things to Do

✦ Johnny DeSoto, a jazz trumpet player from a popular club in San Francisco, is on the run. Rumor has it that he got a little rough with someone else’s sweetheart and left town before her corpse was discovered. At this point, the police only seek him for questioning. Miles away, the players’ characters have come to the Westmarck Hotel to investigate a string of attacks on local women, all of whom have dark hair and share the distinction of having attended a jazz performance at the Westmarck. Tonight the case became a murder investigation — one of the players’ characters discovered the body of a city councilman’s wife in the back row of the hotel’s nightclub during a jazz performance. The murdered woman, who also had dark hair, was apparently bitten in the neck by something with powerful jaws, and much of her blood had been drained. Another player’s character recognizes the jazz band’s trumpet player as Johnny DeSoto, having seen his picture in the papers a few days ago in relation to the crimes in San Francisco. If approached, Johnny willingly answers questions. He believes he is not guilty of any crime, but he admits that he has been suffering severe headaches and periods of amnesia ever since a bad car accident several months ago. If confronted by the police, or if the police are mentioned, he will not submit to captivity, and instead attempts to flee. Catching him proves to be quite a task, as he seems to be endowed with superhuman strength and agility, leading one to suspect if he really is innocent after all...





# House

Houses, much like apartments, vary mostly in number of bedrooms and overall size. Unlike apartments, which normally stick to a “kitchen, bath, dining room, living room” motif, houses may have an assorted number of other rooms, many connected by hallways. These could include den, family room, great room, sitting room, solarium, nursery, utility room, laundry room, pantry, foyer, closets, storage rooms, attic, and washrooms, among others.

Also unlike apartments, houses will generally (though not universally) have basements. Houses with basements usually have the washer and dryer located here, as well as the furnace, water heater, and sump pump. Some basements are finished with carpets, paneling, extra lighting, and a variety of other interior decorating items to make it usable as any other room in the house.

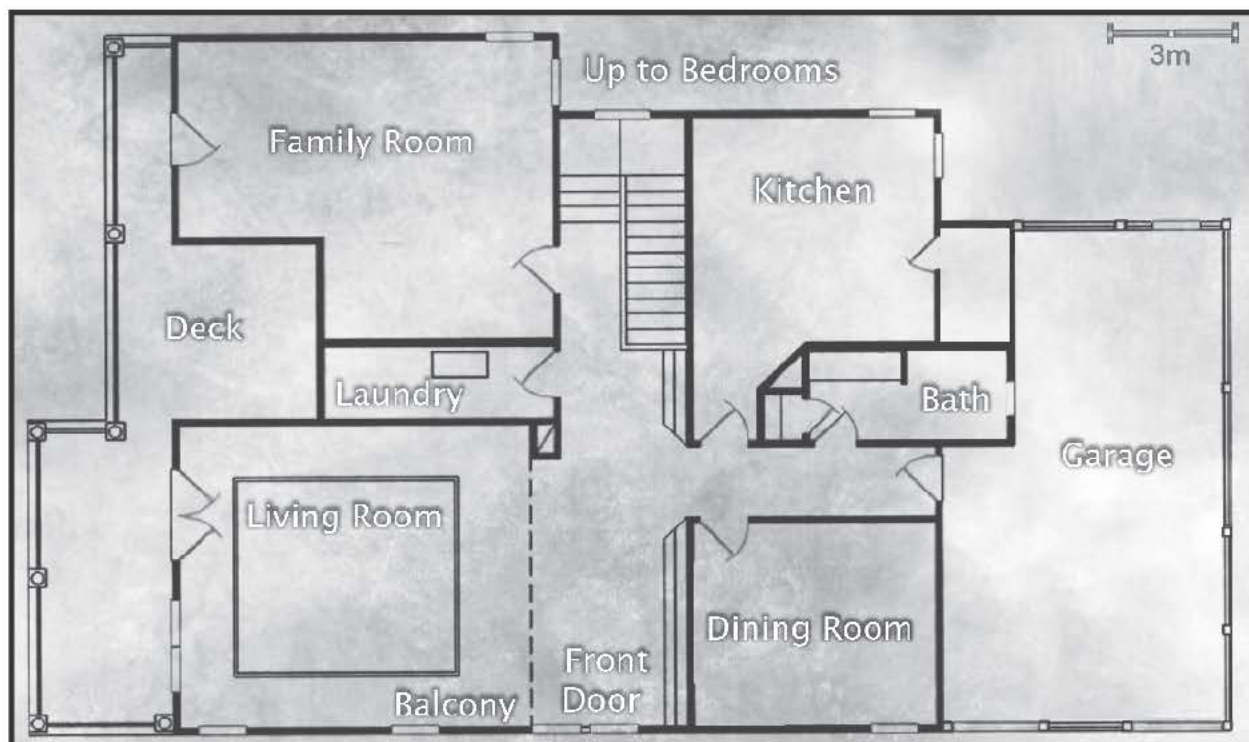
Houses can be anywhere from one story (a “ranch” house) to two or three stories and beyond. Anything above three stories is uncommon and would be best quantified under mansion instead of just a house.

Upper most house levels are almost invariably used as attics. Sometimes attics are in crawl spaces above the uppermost level of a house, other times they are just another room on a top level.

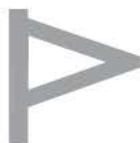
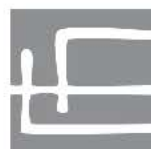
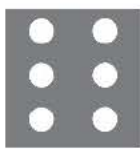
With houses come external features, including a yard (including trees and bushes), attached or free-standing garage, storage shed, or even a barn for farmhouses. These features vary depending on the location of the house. A country farmhouse may have a huge yard with a stand of trees, a barn, a garage, and several other buildings. On the other hand, a house in the suburbs of a major city may have a miniscule yard and a single one-car garage as its sole amount of external property.

## Don't Miss ...

This wonderfully maintained two-story home has three bedrooms, one and a half baths, a kitchen,







dining room, living room, family room, full basement, and two-car garage on a half-acre plot. The well-kept lawn has flower beds and bushes edging the building.

The three bedrooms are on the upper level. The master bedroom is the largest, with two other smaller rooms of roughly equal size. Each bedroom has a closet. The full bathroom on the upper level has a sink, toilet, and clawed tub with shower. The hall closet has ample for storage.

The house's front door opens onto a large living room with a coat closet. The stairway to the upper level starts here. Through the door on the opposite end of the living room is a pantry area with small utility closet, kitchen with bar to the left, and half-bath (sink, toilet, and closet), and doorway to the lower level.

The U-shaped kitchen has a stove, sink, and ample cupboard and counter space. A small bar looks out over the dining area between the kitchen and family room. The dining area has a counter running along the right side with a small closet at its end. There is a railing separating it and the family room and a small step down between the two rooms.

Slightly smaller than the living room, the family room looks out onto the back patio. It has a small closet just inside the back door.

The lower level of the house consists of a full basement. Unfinished, it has a cement floor and block walls. The washer and dryer are along the back wall, and a previous owner's workbench stands in a corner. Running along the ceiling are steel support girders, while three evenly spaced steel poles bisect the room the long way. The light switch in the stairwell turns on the light in the stairwell itself, the other basement light fixtures have strings hanging down that operate them.

Just behind the house is a cement patio running the length of the house to the blacktop driveway. The backyard extends from the patio some distance before ending at a chain link fence determining the property line.

The garage has a built in garage door opener and rafters easily usable for storage. While not large enough for a workbench along the side or in front of most parked cars, there is enough room within the garage for storage of bikes and other items.

## Things to See

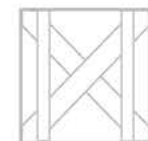
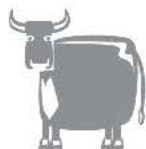
- ✦ Wooden, metal, plastic, or glass dining, coffee, and end tables
- ✦ Straightback chair made of wood, plastic, or metal
- ✦ Wooden linen chest filled with homemade afghans and quilts
- ✦ Glass and metal display cabinet sheltering small glass figurines and tiny pots of fake flowers
- ✦ Wooden dressers containing shirts, slacks, and socks, undergarments
- ✦ Heavy blue drapes with sheer white curtains underneath
- ✦ Floor and table lamps of wood or metal with fabric shades in solid colors
- ✦ Wooden corner cupboard with a metal oval serving platter and several glass beer steins and wine glasses
- ✦ Kitchen utensils, such as knives, forks, spoons, spatulas (plastic and metal), ladles, whisks, pots, pans, lids, a grater, a colander, a rolling pin, and so on
- ✦ *For additional ideas, see the "Apartment" entry*

## People to Meet

Living in the house is the prototypical "nuclear" family with a mother and father and two children (with a third on the way). The father has 2D in each attribute with a few pips in *business*, *tech: computers*, *repair*, *piloting*, and the like.

The mother has 2D in each attribute with a few pips in any job-related skills, plus a few in *know-how: cooking*, *know-how: cleaning*, *charm*, and *persuasion*. The children have 1D in each attribute with a few pips in any school-related *Knowledge* or sports skills.

**Mother:** Reflexes 1D+2, Coordination 2D, piloting 2D+2, throwing 2D+1, Physique 2D, lifting 2D+1, running 2D+1, swimming 2D+1, Knowledge 2D+1, business 2D+2, scholar 2D+2, tech: computers 2D+2, Perception 2D, investigation 3D, know-how: cooking 2D+2, know-how: cleaning 2D+2, Presence 2D+1, charm 2D+1, per-



suation 2D+2, willpower 3D. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 8/*Wound levels:* 2.

## Things to Do

✦ The characters are visiting a friends' house for a summer barbecue and house-warming party. This is the first time they have been here, so the new homeowners are pleased to show them around. In the midst of the festivities, a squad car arrives and a police officer comes to the door. He's looking for one of the neighbors attending the party and arrests him on the spot. The characters are too faraway to hear the charges, but they do notice the officer's partner looks a little nervous as he sits in the car and keeps pulling on his uniform collar as if he isn't used to wearing it.

## Island Stronghold

The island stronghold is a mainstay of action stories and pulp adventures. Villains often own an entire island, its exact location unknown to any but the villain's closest associates, and there he plots on how to take over the world. On the other hand, heroes sometimes have such locations as well, and use them as retreats, safehouses, and training grounds.

The best thing about an island stronghold is its dominance. Often the island is so small or so uninhabited that it has no other structures beyond the stronghold. This is particularly true of inhospitable rocks chosen for their defensibility and perhaps their natural resources. Even on inhabited islands, the stronghold is the largest and most well-constructed building. This means that the stronghold's owner dominates the island in general and can control the activities of its other occupants. It is difficult to sneak up on someone who owns an island stronghold, knows every islander by name and face, and has them trained to report intruders immediately.

The other key feature of an island stronghold is its isolation. Large cities frown upon people performing chemical tests or other potentially dangerous research within their limits. But on a remote island, no one can stop you from detonating your latest chemical weapon to test its results. And no one can hear the screams of your victims, as you watch to see exactly how the gas effects them. Likewise, no one will see the young millionaire arriving on his yacht and then watch the masked crusader departing in his sleek jet, and realize that they are the same person. Island strongholds are wonderful repositories, because whatever happens in them, no one outside will ever know the truth.

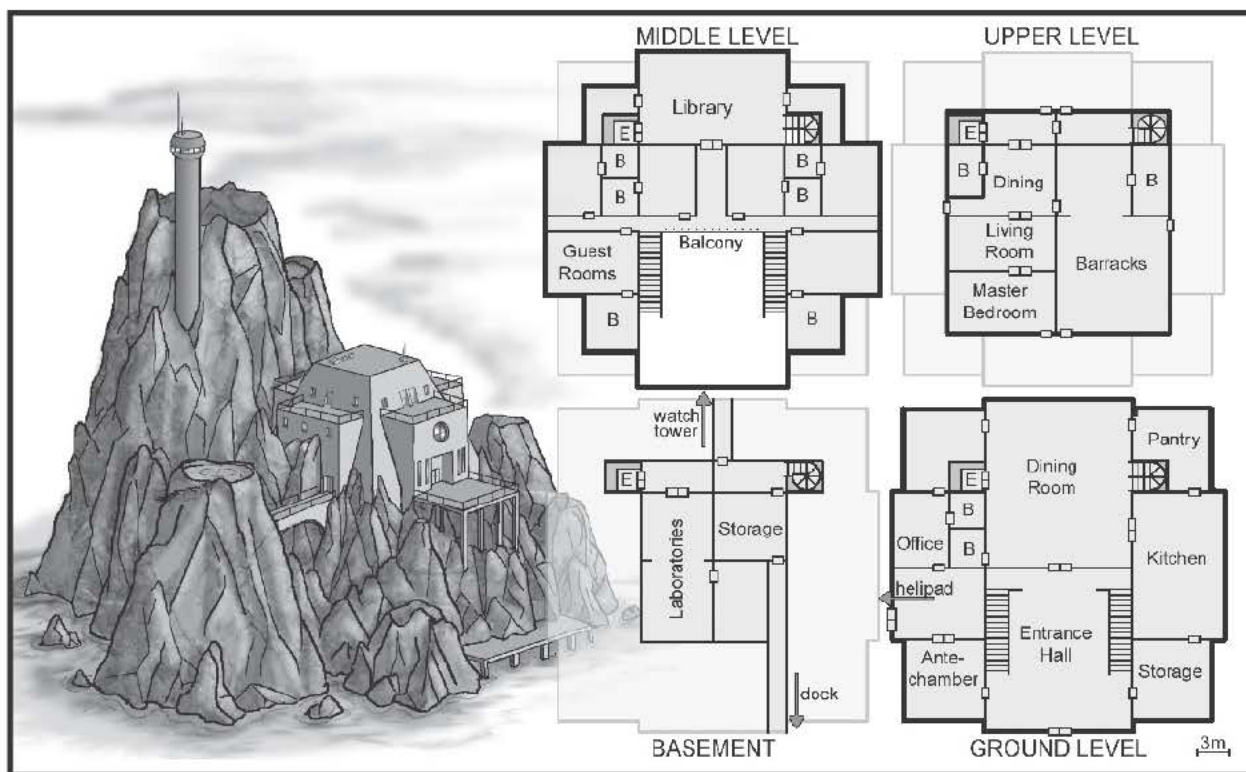
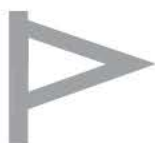
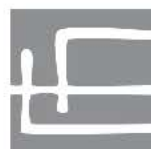
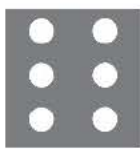
The specific island stronghold has two key basic features: the island itself and the stronghold's main purpose. Some islands are mere rocks, with dark slabs of stone rising toward a single imposing summit, and even sea birds don't bother to stop there. Others are paradises, with smooth beaches, palm trees, and pleasant weather. Still others are more

ice than rock, whipped constantly by arctic winds that can flay the flesh from a person in an instant. Or, the island could be an active volcano, regularly oozing lava that streams down the island from its smoking peak, destroying all in its path.

Strongholds can serve a variety of purposes. It could be a laboratory where new weapons and chemicals are tested. In a strategic location, it could house troops and ships, which are prepared for launch upon unsuspecting targets. It could be a prison, set well away from the world so that its inmates can never escape to wreak havoc again. An otherwise inhospitable jut of rock could become the home of a mining operation that carves deep into the Earth to rip free her treasures.

Not all strongholds are sinister. Some are designed for protection, solitude, or even entertainment. An enormous hotel, the only building upon a small tropical island, counts as an island stronghold. So does a corporate headquarters, where employees can work undistracted by the normal





chaos of a city. Similarly a massive keep, designed to protect the island natives from tropical storms and raiders alike, is also a stronghold.

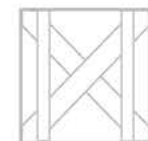
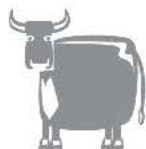
Most island strongholds share only three features. First, they sit upon an island and are the largest single structure on that island. Second, they can hold a sizable number of people — usually at least three dozen and often in the hundreds. Third, they are fortified in some way and exist the strongest structure on the island. This may mean they have thick stone walls, they have cutting-edge security systems, or the stronghold's foundations are cut into the island's bedrock, so that the fortress cannot be blown away by the annual monsoons.

Some strongholds are carefully concealed within the trees or the rocks. Others stand out in the open for all to see. It might be built from native materials, and made to look like it belongs there, or it could be a gleaming edifice of concrete and glass and steel. It could have an ultra-modern appearance, or something more gothic.

Island strongholds should always be a mystery for the players. Even if the location is well-known, the stronghold's exact layout and purpose may not be.

The brochures claim it is a hotel, but why doesn't it show up on any sea charts, and why does the plane have no windows for the passengers? Island strongholds present a chance to get away from the normal world, and that also means a chance to set aside standard plots. If the characters have been dealing with realistic crime scenarios thus far, the island stronghold can be a chance to throw something more otherworldly at them, or at least more spooky. Even the most mundane items and events can seem magical on a deserted island, and old sailors' tales are filled with stories of monsters that were probably just wild boars and other native animals. But the island gives gamemasters a chance to shake things up a bit and to make the players' characters reassess what they know and what they think they know. It also gives everyone a chance to cut loose — whatever the characters see and do on the island, the details may never leave its shores, so they can act without their usual restraints.

Beyond location and purpose, the features of the stronghold vary. There is always some way of getting to the island, whether by submarine, boat, or airplane. Sometimes the dock or landing pad is vis-



ible, when the owners care little for secrecy, while other structures may have a hangar door that opens in the fortress so that the vehicle can slide inside safely.

Inside, the stronghold could be palatial, business-like, or spartan. Some owners might prefer to have their guests lounge on oversized pillows and piles of rugs, sit on elegant couches, or rest on rough-hewn wooden benches.

The owner might go so far as to dictate the type of garments employees (and perhaps even visitors!) may wear. Such apparel might include jumpsuits, lab coats, army fatigues, business suits, or togas. Similarly, if there's a theme, the security guards would carry weapons appropriate for the period being mimicked.

## Don't Miss ...

The island retreat of Jafal Kwan, the multibillionaire industrialist and would-be world dictator, is a massive, fortress-like building, with three levels. The first floor is mainly antechamber, plus dining room, kitchen, meeting rooms, and Kwan's private office. The second floor has guest rooms and a small library. The third floor houses the staff (in a series of small bedrooms and, for the guards, a barracks) and has Kwan's private suite at one end. The master suite has a bedroom, a small living room, and a private bathroom. The stronghold also has a basement, which houses the laboratories and storerooms. Kwan selected this island location for its remoteness and the fact that absolutely nothing lives upon it. The island is simply a massive rock spire, and the stronghold has been carved into that — from some angles the stronghold looks like just another group of rocky outcroppings, though from other vantages its steel girders and large windows are easily visible. The stronghold is ugly and rough on the outside but beautiful inside, more like a resort hotel than a fortress, with beautiful paintings, marble floors, rich rugs and tapestries, and elegant furniture. A single skylight at the center of the stronghold allows the sunlight to strike a massive faceted crystal chandelier, which sends beams of light glittering throughout the room. On the roof of the stronghold is a helipad, and in its base is a

small harbor for speedboats. These are the only two ways to enter the building.

## Things to See

- ✦ Gray, lumpy boulders
- ✦ Noisy white seagulls
- ✦ Sparkling, light brown sand
- ✦ White-capped waves lapping on the beach
- ✦ Short, spiky plants and grass
- ✦ Sharp bits of coral and seashells
- ✦ See also the "House," "Laboratory," "Office," "Secret Headquarters," and "Zoo" entries for ideas about what appears inside the stronghold

## People to Meet

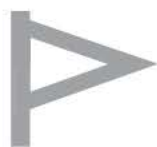
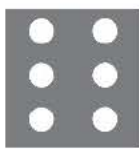
Most island strongholds have security guards (see page 126 of the *D6 Adventure Rulebook*). Some places also have scientists, who have 3D or higher in *Knowledge* and some additional pips in *scholar* and *tech*. Cleaning staff and cooks have no particular skills; the generic person featured in the introduction to this book works well for them. High-tech strongholds may have surveillance crews (see herein). Zookeepers, for those strongholds with their own animals, have at least 3D in *animal handling*. Commerce-oriented strongholds may have office workers, who have at least +1D in *business*.

**Surveillance Crew:** Reflexes 2D, brawling 2D+1, Coordination 1D+2, piloting 2D+1, Physique 2D, lifting 2D+1, running 2D+1, swimming 2D+1, Knowledge 2D, scholar 2D+1, tech 3D, Perception 3D, investigation 3D+1, search 3D+2, tracking 3D+2, Presence 1D+1. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 10/*Wound levels:* 2.

## Things to Do

- ✦ The master of a certain island has extended an invitation to the players' characters, inviting them to visit him. He does not say why he wants them there, but he has never invited anyone to the island before. It could be a job offer, a business presentation, or almost anything — but no matter





what, the characters will get to see the inside of the stronghold, something no one outside the man's organization can claim.

✦ A unique machine has been stolen. Only a few people even knew of its existence, and it has never been fully tested — but if it works, it could give a single individual the power to stop an army. Clues point to an island stronghold and its owner. Now the characters have to figure out how to get in there, find the device (if it really is there), recover it, and get back out again safely.

✦ The characters have booked a holiday retreat at this island getaway. The location is remote, the island is beautiful, and the accommodations are superb. Everything is wonderful, and it is shaping up to be the best vacation ever — until one of the other guests goes missing, and the hotel's owner starts acting strange. Is there trouble in paradise? And if so, should the characters get involved, or just go back to enjoying themselves?

corridors; rooms packed with tubes and chemicals or wires and electrical sensors; roaming security guards, and distracted scientists and engineers — while far from reality — make for exciting confrontations in the laboratories of mad scientists, paramilitary special weapon design houses, or clandestine corporate or government medical research facilities, where all manners of potential hazards exist to hinder or assist the players' characters.

## Don't Miss ...

This secret underground lab complex has only two entrances above ground, disguised as nondescript white sheds located in one corner of a military airfield. Nobody pays them any attention, and no one questions the occasional foot traffic near the structures. Elevators within the sheds drop well over 50 meters below the surface, opening into an ordinary-looking office, much like any other located in a typical urban area, attended by a friendly receptionist. Trespassers are politely but firmly asked to leave, and security guards can be summoned at the tap of a button located on the floor beneath the receptionist's desk.

Beyond the reception area lies another, larger office accommodating several company executives involved in the facility's projects. This office is further subdivided by partitions into cubicles for various white-collar officials and supervising scientists. Two doors lead out of this room: one to a nearby underground housing and recreation complex, the other to the facility's three main laboratories.

The first lab is lined with lockers and refrigerators contain traditional lab supplies: stock chemicals and biological agents; spare glassware and parts, and emergency medical equipment. The center of the room is filled with rows of tables bearing complicated arrangements of beakers, Bunsen burners, rubber tubes, and test tube racks.

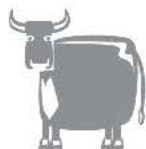
The second lab is marked by a single large device of unknown manufacture and purpose, which stands in the middle of the floor. Power conduits and probe cables lead to the device from a variety of panels and monitoring devices, some of which

# Laboratory

The word "laboratory" often conjures up images of strange chemicals bubbling through mazes of glass and tubes, or tests conducted on machinery of such complexity that even its creators cannot fully understand what they have designed. Many labs actually possess few chemicals and do not contain any equipment more complicated than a personal computer. They can focus on a variety of fields, including avionics, biochemistry, chemicals, electronics, the environment, genetics, medicine, nuclear and alternate forms of energy, physics, sewage treatment, and others. Which field and whether it focuses on research or development dictates how the laboratory will be stocked. (Thus, the "Things to See" list may not be appropriate for many circumstances, as it focuses on chemical- or physics-related fields.

Gamemasters can nonetheless use the stereotypical think-tanks as the scene of heroic and dangerous showdowns with the forces of evil. Winding



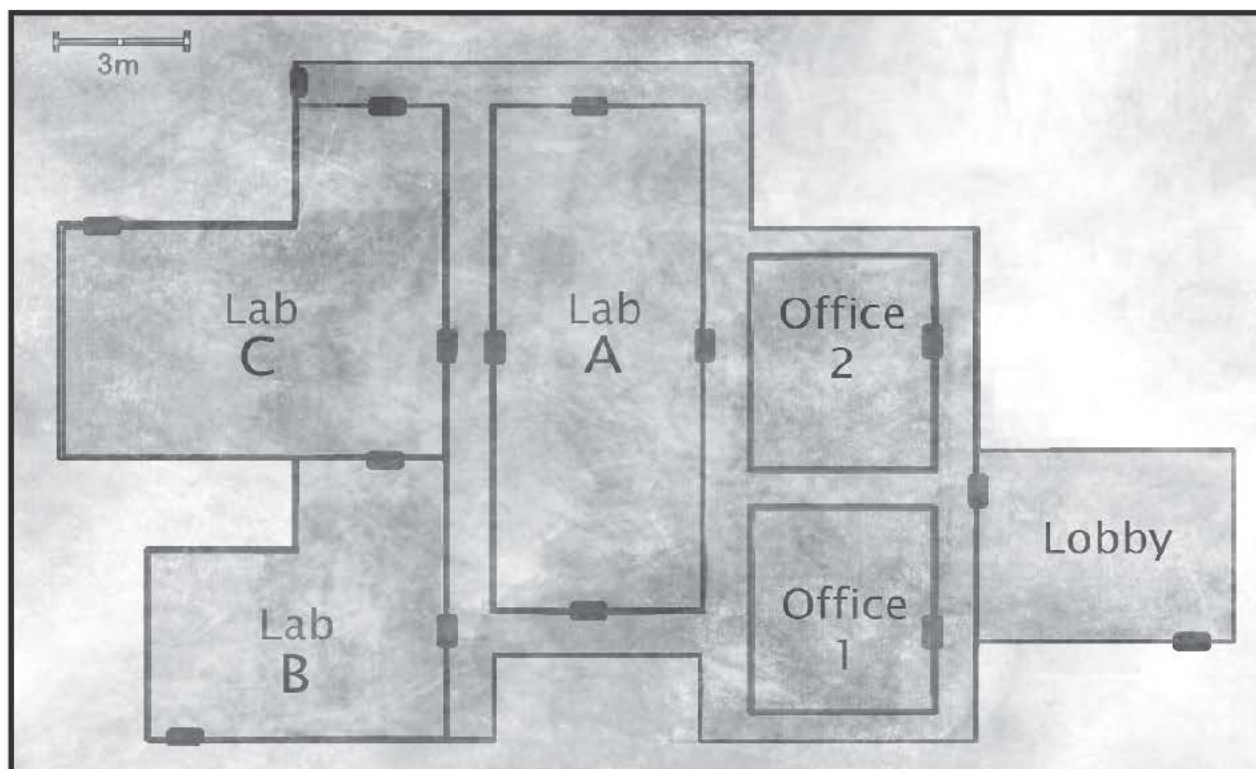


stand on a heavy table nearby. The device has no identifiable markings, and appears as if it were of unearthly manufacture, but closer inspection reveals that some integrated parts, at least, were indeed made here on Earth. This is still not enough evidence to definitively place the device's point of origin, though, and says nothing about its purpose other than that it uses electricity. A short passage leads to a small side room with copper mesh and lead panels on the walls. A bulletproof window, overlooking the enigmatic device in the next room, is near a desk that has a network port and docking station for a personal computer. Pens, paper, and a scientific calculator are in the single drawer, and a telephone sits next to the computer.

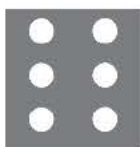
The third lab is predominately filled with large animal cages holding dozens of animal specimens, mostly dogs and baboons. These cages are stacked three high and line every available square inch of wall space. Two rows of desks occupy the middle of the floor, each with its own computer docking port, telephone, and drawers full of office supplies. Scattered throughout the three main facilities are restrooms, clothing and equipment lockers, and storerooms filled with sundry supplies.

## Things to See

- ✦ Glass beakers, test tubes, petri dishes, pipettes, and stirrers
- ✦ Rubber hoses to fit over test tubes or spouts in the beakers
- ✦ Metal test tube racks that hold several tubes
- ✦ Thermometer
- ✦ Steelyard balance
- ✦ Analytical balance
- ✦ Electron microscope
- ✦ Binocular microscope
- ✦ Safety glasses
- ✦ White lab coats
- ✦ Handheld fire extinguisher
- ✦ Voltmeter
- ✦ Ammeter
- ✦ Rheostat
- ✦ Galvanometer
- ✦ Timer (stopwatch or electronic)
- ✦ Large rectangular and small cylindrical batteries
- ✦ Connecting wires and clips
- ✦ Oscillator







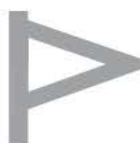
- ✦ Bunsen burner
- ✦ Asbestos cooling trivet
- ✦ Assortment of chemicals
- ✦ Cages of small animals



## People to Meet

For an average scientist, see page 126 of the *D6 Adventure Rulebook*. Many labs hire college students to take care of routine tasks, such as feeding animals or compiling notes; they have 2D in each attribute (possibly 3D or 4D in *Knowledge* or *Perception* and less in the physical attributes) and a pip or two in *tech*, *repair*, *scholar*, and possibly *know-how*. Labs performing high profile or sensitive experiments often hire security guards. For these individuals, use the attributes and skills of the security guard (see the *D6 Adventure Rulebook*, page 126).

**Lab Assistant:** Reflexes 1D+1, Coordination 1D+2, sleight of hand 2D, Physique 2D, lifting 2D+1, Knowledge 3D, scholar 3D+1, tech 3D+1, Perception 3D, investigation 3D+1, repair: lab equipment 3D+1, search 3D+1, Presence 2D, animal handling 2D+1. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 8/ *Wound levels:* 2.



## Things to Do

✦ The military had just finished primary trials of a hybrid animal species intended for special ops, but the program proved too successful, and the creature broke out of its cage. It is now hiding somewhere in the underground facility, and it has so far injured seven security guards foolish enough to block its path. The creature is well equipped to kill, thanks to its altered physiology, and top execs fear that it might escape from the compound, since on-site security forces are not up to the task of capturing it. If the creature does escape, they fear it might interbreed with one of its “parent” races (such as, *Canis familiaris* — the common dog) and create super offspring that would pose a tremendous threat to local citizens. The players’ characters might find themselves embroiled in this event for any number of reasons: Perhaps one is related to a lab employee, thus giving the character a personal

stake in the mission. Alternatively, maybe a character owes one of the project’s scientists a big favor.

The creature’s exact skills and abilities depend on the nature of the campaign and the relative abilities of the players’ characters, but it should be dangerous. The creature’s motivations are equally mysterious — is the creature a bloodthirsty beast intent on killing everyone in its path, or is it a semi-intelligent and self-aware victim of cruel experiments, simply trying to escape torture at the hands of soulless researchers?

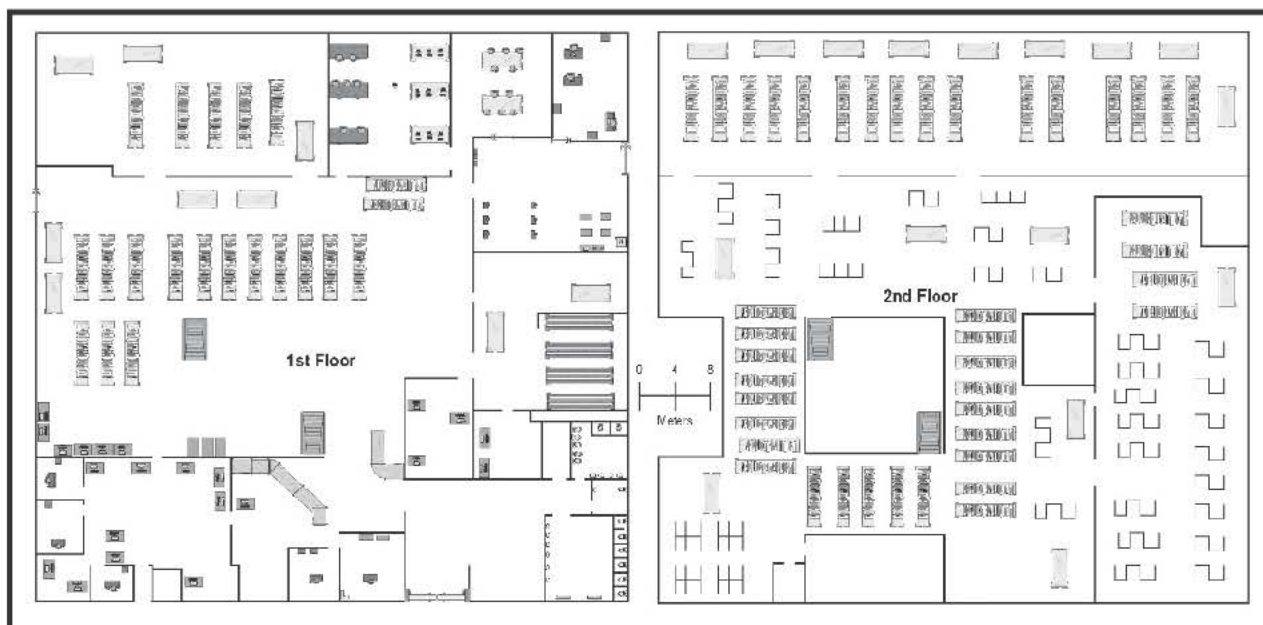
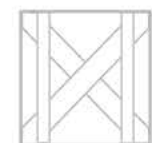
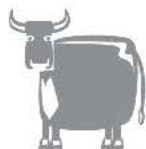
## Library

“Libraries,” in the sense of “places of knowledge and information hoarding,” have existed since the Sumerians of the third millennium, B.C.E. In fact, explorers sometimes stumble across these ancient troves of lore, their dusty pages kept as secreted away as they were back then. However, the concept of “library” as “site of publicly available information” is a much more recent development: In the United States, Andrew Carnegie’s library construction project from 1883 to 1929 was revolutionary. Before then, libraries had closed stacks; you needed to ask a librarian for a specific book, who would go get it for you. The Carnegie libraries had open stacks; patrons could peruse the collection and picked ones based on what seemed interesting.

Today most libraries are open-stack, although various organizational systems — such as the Dewey Decimal or Library of Congress Classifications — enable people to find books on topics they want (Easy to Moderate *investigation* roll to find a book, depending on how obscure; if the topic is not represented by the classification system, or the book has been omitted for some reason, a Moderate to Difficult *search* check of the books themselves is required, along with the time needed to look at the publications).

Although libraries primarily dealt in books and periodicals, the library system reinvented itself a couple of decades ago, expanding into media (CDs, video





tapes, computer software, and DVDs) and, for many communities, computer and Internet access. Some authorities worry that these public-access computers provide untraceable access for nefarious hackers, but information specialists believe using them in that way is challenging (+6 to *tech* checks for computer attacks originating from public terminals). Libraries can also refer to any specialized collection of texts, or contain those texts as a special collection; these collections are not necessarily public access, and may require Contacts (rank 3 or greater, depending on value of information) to access. However, the lore these restricted stacks can share may be phenomenal (providing +6 or more to certain *scholar* specializations, and possibly *Magic* or *Psionics* skills).

Libraries would be mostly unchanged throughout most *D6 Adventure* settings, although settings prior to 1980 or so would be limited to books and periodicals. Pre-Carnegie researchers would need to endure the closed stack system — and the resultant *charm*, *con*, or *persuasion* rolls necessary to obtain books from librarians — as would researchers at many university libraries, regardless of the era.

## Don't Miss ...

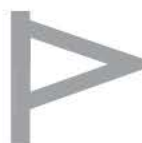
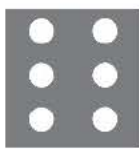
The Collin-LeRoy Library, opened in 1973, is one of a few libraries in town. It provides books

on a number of subjects, although popular fiction, nonfiction, and self-help remain their biggest collections. Its open stacks, like most public libraries, use the Dewey Decimal Classification. It provides public access to computers and most media types (including media readers), and its newspaper collection covers community events for the past 200 years, although many patrons are confounded by the microfiche readers necessary to access that information. Due to tight budgets, it is open 11:00 A.M. through 5:00 P.M. Tuesday, Thursday, and Saturday, and 2:00 P.M. through 8:00 P.M. Monday, Wednesday, and Friday; it is closed on Sunday.

Despite the limited resources, the library does what it can for the community, including after-school reading programs, book clubs, and literacy programs. It also strives to provide access to information, even if it doesn't have it immediately: It boasts that their interlibrary loan system can acquire 95% of all books published in the last 200 years if given enough time (traditionally three months, although sometimes longer).

Those who wish to borrow materials need to provide a license and proof of local residency, and there is a checkout limit of six of any one media type (books, tapes, DVDs, etc.) at a time. The library also has a gift shop that sells inexpensive wares and donated materials (Very Easy *Funds* roll for most materials).





The head librarian since the library opened, 77-year-old Dr. Claire Spade, is surprisingly spry for her age, and enthusiastically helps those seeking knowledge (providing +4 to assisted *scholar* and *investigation: research* checks). However, the Collin-LeRoy Library has a secret cache of books and materials. Dr. Spade knows what subjects they cover, obviously, but she claims them to be a closed stack and refuses to permit anyone to access them unless they provide a specific title request. To date, no one is known to have done so correctly. The mystery of these books, and what topics they cover, remain one of the most closely guarded secrets of the library; their room has a Very Difficult security system (in stark contrast to the Easy systems of the rest of the library) and video surveillance. Those who know Dr. Spade believe she is guarding this information for good reasons, although they are usually at a loss for what those reasons could be. They also worry what will happen when the day comes where Dr. Spade will need to retire ... or what would result if something happened to her before then.

## Things to See

- ✦ Softcover and hardcover reference and non-fiction books in an assortment of heights and thicknesses organized by topic and author on tall wooden shelves

- ✦ Computer terminals with a shared printer
- ✦ Photocopy machine
- ✦ Slender magazines and thick journals on a wide range of family-friendly or scientific-related topics
- ✦ Particle-board tables with wood-laminate tops and plastic, molded chairs with metal legs
- ✦ Cubicle-like tables, which allow some privacy for a single person
- ✦ Several newspapers from the local area and the nation
- ✦ Drawers of cards containing information about the available books
- ✦ Video cassettes, audio tapes, DVDs, and CDs
- ✦ Large microfiche viewer and drawers holding sheets of microfiche (with out-of-print magazines and newspapers imprinted on them)

- ✦ Metal free-standing, spinning racks with mass market-sized paperback books on them

- ✦ Television on a rolling cart with a video cassette player and DVD player on the lower shelves of the cart
- ✦ Water fountain
- ✦ Wooden stepstools
- ✦ Beanbags in a children's reading area

## People to Meet

Most librarians have between 1D and 2D in physical attributes and 2D and 3D in mental attributes (3D in *Knowledge* is the most common). Librarians typically have +1D to +2D in *scholar*, and many have additional pips in the specialization *scholar: information science*. Good modern librarians have up to +1D in *investigation, search*, and a pip or two in *tech*, enabling them to find works quickly by hand or computer.

**Librarian:** Reflexes 1D+1, Coordination 1D+1, Physique 1D+2, lifting 2D, Knowledge 3D, business 3D+1, scholar 4D: information science +1, tech: computers 3D+1, Perception 3D, investigation 4D, search 4D, Presence 2D, persuasion 2D+1, willpower 2D+1. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 8/ *Wound levels:* 2.

## Things to Do

- ✦ Before she died, an eccentric multimillionaire had accumulated the world's largest collection of books and documents on a specific topic (Zombies, apocalyptic legends, otherworldly ailments, etc.). It's now vital the players' characters find this information ... and fast! Can they decipher her library's obscure organizational system before it's too late, without accidentally stumbling across any additional Information People Weren't Meant to Know?

- ✦ The library has been a fixture in town for over a century and is a cultural landmark. So when the players' characters notice it's on fire, they may feel compelled to save this piece of history ... not to mention the irreplaceable lore that would be lost if they fail to act. And was its fire an accident, or did an arsonist have more sinister plans?





# Mall

The first indoor mall began operation in 1954. Prior to that, shopping locales primarily remained in downtown areas; stores opened to people off the street, encouraging them to see product, come in, and shop. The mall reversed this idea. Rather than exposing its stores and product outward, hoping to entice would-be shoppers to stumble into them, it turned its stores inward, creating a shopping experience free of distractions like road traffic and weather. It didn't matter that people couldn't see the smaller shops from the outside; people would be drawn to the mall simply for the promise of pleasurable shopping.

This innovative idea — coupled with a 1954 tax law change that encouraged mall construction — led to a retail revolution. Soon malls were popping up everywhere in the burgeoning suburbia, and within a few short years the downtown retail centers had dried up or transformed. Eventually, the mall paved the way for huge specialization stores (focused on electronics, auto parts, home furnishings, or the like) and gargantuan one-stop retail outlets, which continue to dominate the retail landscape today.

Indoor malls have several defining characteristics, all of which contributed to their success. First, all malls have at least one — and often two or more — “anchor” department stores. These large retailers offer a wide range of goods, although almost all of them devote a large amount of space to women's apparel, jewelry, cosmetics, and the like. What other products they include depends on the store's focus and atmosphere. For example, an upscale fashion department store may have nothing but the finest clothing with the latest fashions and the trendiest makeup, while a general-purpose, “A-to-Z” shop might offer a smattering of everything, from hardware and electronics to clothing and toys ... although none of it would past muster at a debutante ball. Many general-purpose department stores also offer services, such as photography studios,

optometry, hairstyling, or tuxedo rental. Anchor department stores are the key to the theory of the mall, since they enable smaller shops to “share the wealth” of the larger magnet stores.

Second, many malls are two-story buildings. This enables shoppers to park at one end of the mall, see all the shops on the first floor, go up via escalator and see the second floor shops, then back down another escalator, ending their circuit back where they parked.

Third, malls tend to have atrocious parking, making it difficult to drive in or out, or otherwise maneuver efficiently. This isn't by design, but rather seems to be a side effect of poor planning; considerable effort and expense go into designing the mall building itself, while parking becomes an afterthought. As a result, any *piloting* stunts or maneuvers more difficult than mundane driving and parking have their difficulty increased by at least

## Strip Malls

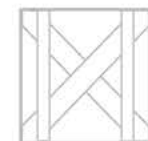
Strip malls are actually older than traditional malls, with some pegging their origination in 1922. Most of the information regarding regular malls applies to them: They exist to draw people in to one or more magnet shops (often a grocery store), and they offer a variety of retail locations. However, they generally do not have the regulations of malls and usually do not require the same level of profitability. Thus goods and services that couldn't be justified in a mall — dry cleaning, used book stores, drug stores, and the like — are common in strip malls. Since they are open to the world and not air conditioned, they do not generally have food courts, although most have one or more restaurants.

To simulate a strip mall with the accompanying map, simply cut off a handy block of shops and assume the rest is sidewalks and parking. For example, Turow's along with shops 1 to 4 and 49 to 52 would make a good small shopping center, while adding 36 to 48 and even 30 to 35 would make a truly grandiose strip mall.









is possible to adapt this location for some genres. The single-floor mall pictured is actually not too dissimilar to the old bazaar; simply replace the rigid walls with less-defined boundaries of people offering wares, and change the shops to something appropriate to the time and place: For example, 8-Track's Music would be a musical instrument vendor, while Rembrandt's Razors and Blades would specialize in edged weapons and tools. In addition, there would be no large department stores; instead, that entire area of the bazaar would be divided or it might all belong to one person, such as the mysterious Mr. Copperhoff. However, a bazaar with large single-vendor areas would be out of place in most historical European or American settings, and it should be reserved for more exotic locales.

In the near future, malls will probably continue to play an important part in commerce; shops and services will change to reflect this era's interests, so that a world where e-books have taken off might find the mall's bookshops replaced with stores selling digital book readers and books on disks or mini-drives. It's also possible that some innovation might infiltrate near-future retail techniques, such as holographic displays at the stores' edges or beamed cell-phone text messages advertising deals and specials.

## Don't Miss ...

The People's Mall opened in 1956 amid the wave of mall construction, and it remains the only one still in business of the eight malls opened in the area from 1955 to 1965. It, too, had its share of financial difficulties, and during the recession of the late 1970s, it seemed doomed to closure as well. However, it was revitalized in 1980 by Helen Duckworth, a frank-speaking financier with a vision and a plan. To entice shops back into the mall — where, by that time, only nine had remained open — she gave them the option of staying rent-free in exchange for a reasonable percentage of profits; if they proved to be sufficiently profitable, they could switch to a traditional rent structure at any time. In other words, there was no risk to the retailers. This unorthodox approach drew in dozens of new shops, many of which were experimental or unconventional. Some failed, but

## Price Difficulties

Cost of Item or Service	Difficulty Level
Cheap (less than US\$20)	Very Easy (VE)
Inexpensive (less than US\$200)	Easy (E)
Nominally expensive (hundreds of dollars)	Moderate (M)
Somewhat expensive (a few thousand dollars)	Difficult (D)
Expensive (several thousand dollars)	Very Difficult (VD)
Very Expensive (tens of thousands of dollars)	Heroic (H)

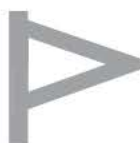
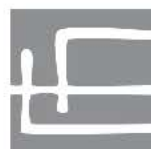
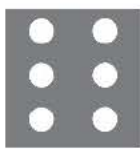
many did achieve profitability and revitalized both the mall and the area around it.

Today, Duckworth Mall (as it was renamed in 1995) remains a strong force in the area. Although not the largest mall, its retailers and patrons are generally dedicated. However, recently it has come under assault from Internet retailers; the 2000 Christmas was its worst in two decades. Although sales have picked up, Mrs. Duckworth, now 57 years old, still feels pressure to reinvigorate the mall yet again.

## The Stores of the Mall

Unless otherwise noted, finding goods in these stores will vary, depending on how specific the need is and how compatible the store is with those needs. This can range from Automatic (finding sneakers in Sportsfeet Center) to Easy (finding a trench coat capable of concealing a shotgun at Jacket-on-the-Cheap) to Difficult (finding apparel suitable for a wedding at EdgEtc. Gothwear) to Very Difficult or above (finding an out-of-print book with a necessary counter-ritual at J.P. Bibliophile). Some tasks should be impossible to even roll, if there's absolutely no chance a store would carry it (such as arcane Japanese ritual accoutrements from Transistorland). What skill is used to find items can vary, although *search*, *persuasion*, *business*, and *scholar: malls* can all be useful. Prices are rated by





difficulties in parentheses; see the sidebar for an explanation, and see the “Equipment” chapter of the *D6 Adventure Rulebook* for the game mechanics of price difficulties.

## Department Stores

**Turow's** and **Copperhoff** are the mall's two department stores. Turow's focuses on middle-class clothing, cosmetics, furnishing, electronics, and durable goods (E to M for most items), while Copperhoff deals exclusively in upper-middle-class clothes, makeup, jewelry, and other wearables (most items E to D, with +2 difficulty modifier for *Funds* rolls compared to a similar item at Turow's).

## Apparel and Shoes

Like most malls, there are more clothing shops than any other types (not counting eateries), and they continue to be the most profitable of the non-department store retailers.

**Hot Heels** remains the only dedicated women's shoe store in the mall (not counting Women's Sportsfeet and the department stores). They specialize in alluring but comfortable women's shoes, including their own “Hot Heels” brand of high-heel shoes for active people (no *running* penalty for wearing them). The store manager is Eliza Hawking, a 33-year-old snob. All shoes are fairly expensive (E).

**Skinny-Phat Gear** specializes in hip urban clothes, and the associates can dress someone appropriately for social functions. This can range from a kickin' outfit (E; no out-of-place penalty to *disguise* or social rolls in urban situations) to a complete urbanite wardrobe (M; +1 to same rolls). The business is run by Jamila Jackson and her husband, Shawn.

**2Kewl Clothing** and **DNA Jeans** are basically the same store, specializing in teen and collegiate fashions (though 2Kewl also markets heavily to preteens). All prices are reasonable (VE to E), though DNA Jeans' price difficulties are +1 since it's trendier. Both stores are run by a rotating crop of bored 20-somethings.

**Dressed to the Nines Formalwear** rents and sells tuxedos. Rentals are affordable (E per day, M

per week), while outright purchases are pricey (D). Tuxedos can supply up to +2 bonus in glitzy social situations. The shop is run by Charles Stevens, an 87-year-old man who was here when the mall opened (“Back when it was called ‘Dressed to the Sixes,’” he jokes).

**Rubenesque Beautywear** specializes in plus-sized women's wear (E) that accentuates larger beauty. It's run by Holly Alamin, “39 and holding,” who's also a client.

**Jacket-on-the-Cheap** specializes in all kinds of jackets (snow, leather, rain, trench coats, etc.) and is run by Dag Dolby, a quiet 54-year-old veteran. All cloth and fabric coats from the “Protective Gear” table on page 114 of the *D6 Adventure Rulebook* are here at their list prices, except Kevlar (VD) and Flak jackets (D), which he keeps in the back. Dag also has a dozen guns and other weapons in his back office, in direct violation of mall rules.

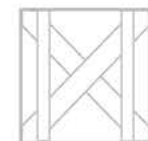
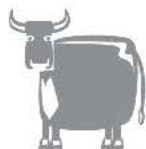
**Apparel Magnifique** has the most beautiful and expensive clothes in the mall (D; +2 to social rolls where fashion would matter). It's run by 61-year-old Edna Stoles, a words-can-kill socialite with an icy demeanor and an annual facelift.

**Lace Confidence**, run by the perky 28-year-old Suzanne Hilles, specializes in beautiful but expensive intimate apparel (E). It also boasts more mirrors and mannequins than any other shop in the mall.

**EdgEtc. Gothwear** is a shop devoted to alternative and underground lifestyles, mostly revolving around the color black. Shirts with bleak-but-funny sayings (“Hi! Kill me before I kill you!”), piercing apparel, handcuffs, and things with chains and spikes (improvised weaponry up to 1D+1) are all common; prices are all very reasonable (VE to E). It's run by wry 31-year-old Taki Nakamaru, whose intimacy with alternative and street lifestyles could make her a valuable contact.

## Electronics

**Transistorland** is an anachronism, specializing in small parts and electronics bits in an era where most folks simply buy new gear when necessary. Still, just about any electrical or computer component can be purchased here, along with simple electronic gear (portable radios, tape recorders, etc.) at the prices listed on the *D6 Adventure Rulebook*



“Gear” table on page 113. It’s run by 42-year-old Adam Barry, a depressed man who hates his job.

**Home Audio Maestros** specializes in home theatre systems, televisions, car stereos, and other large electronic entertainment equipment. Although equipment costs more than normal (+2 to standard prices), the manager, 36-year-old Darrow Stacey, is very knowledgeable (+2 to *tech* rolls for purchasing the right gear).

## Food

The food court was added in 1974, and it has grown into one of the more profitable areas of the mall, despite food being cheap (VE). Unless specified, all employees are the faceless teenagers and 20-somethings.

**Mex-To-Go**, **Sandwichman**, **World’s Best Burgers**, and **Big Chicken Little’s** are all chain fast-food shops.

**Chopstick House**, **Pita Packers**, and **Anita Gyro** all offer vaguely ethnic food that’s generally healthier than the fast-food alternatives.

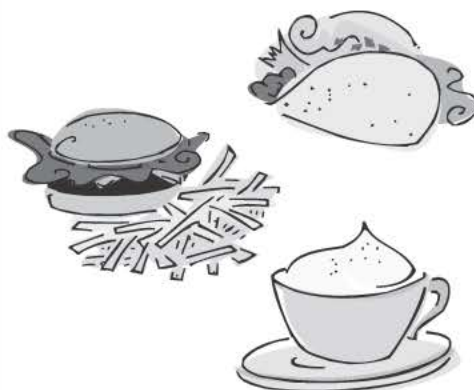
**Skipper’s Island Grill** is the eatery of choice for many mallrats, despite the absence of neon and chrome like the more well-funded places. Shaka “Skipper” Marlee, 31 years old, cooks up wonderful Caribbean food. The jerk chicken is a specialty, although long-time fans warn to go easy on the supplied cups of jerk sauce; it could cause blindness if thrown in someone’s eyes!

**Original Cinnamon**, **Smoothie Lovers**, **Pretzel Pretzel**, and **Cookies For Dinner!** are all set up like traditional over-the-counter eateries, yet offer specialized foods ... most of which wouldn’t qualify as complete meals (except some of the smoothies). Anyone who decides to eat a completely unhealthy meal needs to make an Easy *stamina* roll or be at -1 to all totals until a real meal is eaten.

**Deathbed Confections** and **Carol’s Coffee** are two specialty shops customers enter. The former offers chocolates and candy, while the latter offers ground, whole-bean, and fresh-brewed coffee. The amiable Carole Cassidy, 37, actually owns both, and she is also a master chef.

**Coast-to-Coast American Grill** is the only “real” restaurant at the mall, providing sit-down service in a festive atmosphere. It offers American

**Be Sure to Stop by  
the Food Court for a  
Delicious Snack!**



**The People’s Mall**

*Food Court shops open seven  
days a week from noon to 9:00  
p.m. Some shops open earlier.  
Closed New Year’s Eve.*

cuisine. It also has a full bar of alcoholic beverages, which none of the other eateries have.

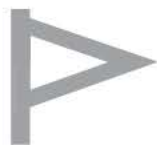
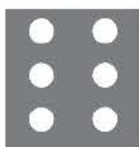
## Games and Hobbies

All these shops are run by 20- and 30-somethings with a passion for their subject.

**8-Track’s Music**, **Admit One Video**, **Powergamer’s Edge**, and **T\*O\*Y\*S** specialize in music; DVDs and movie paraphernalia; video game hardware plus computer and video games; and toys. T\*O\*Y\*S has very little variety (specializing in current “hot” toys and games), but the other three shops have a wide range. In a pinch, a computer guru could rig the video game systems into something useful (+4 to *tech* difficulties).

The **Option Vueplex 10** is a 10-screen movie theater that usually devotes most of its screens to the latest big-budget blockbuster (VE per ticket).





However, one small screen — dubbed the “dorkatorium” by workers — is devoted to “art films” and other lesser works.

### Gifts, Cards, and Books

**J.P. Bibliophile**, a chain bookstore run by 59-year-old Cal Hite, specializes in popular fiction and nonfiction, advice, and bestsellers. However, it also tries to keep at least one of a book on almost any subject, giving the store remarkable breadth if not depth.

**Trinity Books and Gifts** is a religious shop with affordable offerings (VE to E) both mundane and unusual: Bibles, crosses, plaques, and the like. The proprietor, 24-year-old Mary Reed, is truly devout and will help those in need ... especially if the situation involves the sinisterly supernatural.

**Finest Figurines**, “**Because I Care**” **Cards**, and **Momily Gifts** all specialize in gifts, cards, ornaments, knickknacks, and the like. “Because I Care” is a chain, and fairly lifeless. Momily Gifts consists entirely of homemade wares created by 41-year-old mother Gwenda Gerdiven. Finest Figurines, the most expensive, has many goods involving the phrase “gold-inlayed.”

### Jewelry

**Elna Silver & Gold** and **Crown Jewelry** both offer fine jewelry. Elna Silver & Gold is the more personable and affordable (E to D); the owner, 51-

year-old Elna Crux, believes in selling the right jewelry over the most profitable. Elna also likes to help people and won't bat an eye for unusual or custom needs. Crown Jewelry is a chain shop, and its managers are very skilled at selling its beautiful, but more expensive, jewelry (M to VD); they are much less helpful.

### Services

**Hour-Sight Optometry** provides standard optometry needs (E to M) and can make a limited selection of cosmetic glasses or contact lenses in a hurry.

**Mega Spiff Hair & Nails** provides excellent, if expensive (E), haircuts, colorings, perms, manicures, and pedicures. If need be, the salon's services can be used to provide up to +3 to *disguise* totals.

### Specialty Shops

**Candle Princess** and **Magnifiscent Perfume** are chain stores that both sell somewhat expensive (E) candles and perfumes, respectively.

**Whoopie's Novelties** sells mundane and adult novelty items (VE to E), including flash paper, electronic recorders, and itching powder, while **The Compleat Gadgeteer** offers overpriced gizmos (E to M) that serve a variety of less-than-essential needs (massagers, air purifiers, etc.). Both chain stores are a gadgeteer's heaven, as many of the items can be incorporated into other plans (up

# THE PEOPLE'S MALL

*A friendly place to shop*

Featuring these and many other fine stores ...

Copperhoff

OPTION  
VUEPLEX 10

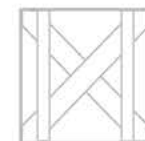
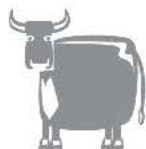
COAST-TO-COAST  
AMERICAN GRILL

Turow's

Open seven days a week from 10:00 a.m. to 9:00 p.m. Closed New Year's Eve.



**D6 Adventure Locations**



to +3 to *tech*, *con*, or *know-how* rolls, depending on creativity).

**It's Just a Buck!** is a chain dollar store. Almost any everyday thing can be found, dirt-cheap (VE). However, the quality often leaves something to be desired.

**Shutterbug Essentials** sells cameras (traditional and computer), film, lenses, accessories, and so on, at the prices listed on the "Gear" table on page 114 of the *D6 Adventure Rulebook*.

**Rembrandt's Razors and Blades** sells electric razors, pocket knives, and even display swords and other melee weapons (E; game characteristics as per the "Melee Weapons" table on page 119 of the *D6 Adventure Rulebook*). The knives are combat worthy, but it's risky to use the ornamental weapons in a fight (weapons break on a Critical Failure and those that aren't sharpened have damage totals reduced by 5).

**The Karmic Crystal** sells new-age paraphernalia, such as tarot decks, crystal balls, Feng Shui guides, and so on. These can serve as perfect foci for *Magic* or *Psionics* effects. The free-love vegan proprietor, 27-year-old Stefan Millar, believes himself to have special powers.

**The Cellular Division** sells cell phones and cell phone service, including "disposable" cell phones and numbers (E), although their Spartan selection and overbearing sales methods may offend some.

**Luxury Luggage** offers overpriced suitcases and leather goods (E to M). The more expensive goods often have lots of cubbyholes and compartments that can prove ideal for concealment (up to +6 on *hide* attempts).

**All Rooms Furnished**, the most recent "magnet" store, displays furniture arranged as full rooms, giving a surreal feeling of actually being in a room as its represented. Each furniture type gets its own display area, so there are several different "bedrooms," "living rooms," "recreation rooms," and so on. The 46-year-old manager, Carter Graves, has an irrational fear that some hoodlums will engage in a firefight or other combat in his beautiful exhibition rooms.

## Sporting Goods

**Superjock Gear**, a locally owned shop, has equipment for almost any sport (VE to M). The owner, 31-year-old Lila Fleur, is eager to help and fancies

herself as something of an adventurer; as such, she's unfazed by oddball requests. ("Best equipment to smash a Zombie's head? That'd be a Coopertown Slugger bat. Solid maple, that.")

**Women's Sportfeet** and **Sportfeet Center** are two chain stores that specialize in women's and men's (respectively) footwear and sports goods. The shoes range from pricey (E; +1 to *running*, *climbing*, *jumping*, and *acrobatics* rolls involving feet) to expensive (M; +2 to same rolls).

## Things to See

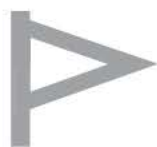
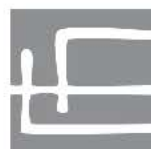
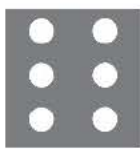
- ✦ Items sold in the stores (see specific store descriptions for ideas)
- ✦ Metal or wooden benches
- ✦ Green tropical plants, a meter or more tall, real or fake, in heavy black or ornamental pots
- ✦ Metal or wooden trash barrels
- ✦ Brochures listing store locations or describing area attractions
- ✦ Pay phones
- ✦ ATM machines
- ✦ In the food court, plastic food trays in brown or red
- ✦ In the food court, round tables with white laminate tops and four metal legs that can fit four people (six if everyone squeezes) at the accompanying plastic-and-metal chairs

## People to Meet

Most employees at the mall have 2D in all attributes; some have pips in *scholar*: (store's focus). Managers usually have up to 1D in business. Many have the Age: Young (R1) disadvantage. Good retailers have up to +2D in *charm*, *con*, or *persuasion*. Additionally, several security guards (see page 126 of the *D6 Adventure Rulebook*) patrol the complex.

**Store Employee:** Reflexes 2D, Coordination 2D, Physique 2D, lifting 2D+1, Knowledge 2D, business 2D+2, scholar: (store's focus) 3D, tech: computers 2D+1, Perception 2D, investigation 2D+1, search 2D+1, Presence 2D, charm 2D+1, willpower 2D+1. *Move*: 10. *Strength Damage*: 1D. *Body Points*: 8/ *Wound levels*: 2.





## Things to Do

✦ It's the Saturday before Christmas — the busiest shopping day of the year. The players' characters learn that one patron's wrapped package actually contains a bomb, set to go off in one hour. A general alert may cause more panic and destruction than the bomb itself; can they find the bomb before it's too late?

## Museum

The word “museum” comes from the Greek word “mouseion” — a place dedicated to the Muses, who were themselves the divine spirits of the arts. This ancient definition holds true today, as museums remain buildings devoted to exhibiting objects and displays of importance. What is on display depends on the museum. The art museum — filled with paintings, drawings, and sculptures of famous artists — remains the most popular conception, but museums exist devoted to all kinds of topics: science, history, sports and hobbies, and so on.

The focus and scope of a museum determines most of its characteristics. For example, a regional museum dedicated to the history of coal mining in the area would probably be a modest building, possibly with a coal car in the center, and other artifacts or pictorials hanging loose on walls. A national art museum, on the other hand, might be a huge, impressive structure with towering statues, housing the country's most valuable objects in phenomenal security. Museums can take the form of refurbished warehouses, rededicated palaces, or planned architectural marvels.

A museum has the delicate task of balancing the need to keep items open and available for viewing by all, while keeping them protected from unscrupulous or clumsy individuals. Most museums have a strict “hands-off” policy, and violating it risks the wrath of alarms and security guards (although many science museums encourage touching and

manipulating exhibits). Many museums, especially those devoted to art, have more pieces than they can comfortably display at one time; overstock items are kept in back areas of the museum or in warehouses (see the “Warehouse” entry). Museums often have libraries dedicated to their subjects, especially those devoted to a regional or targeted interest. In fact, often museums are the **only** source of certain kinds of information, and a small-town curator may find herself in possession of unique knowledge she scarcely knows the value of.

The museum remains, by and large, a place of learning and knowledge. As such, browsing a museum can provide bonuses to *scholar* rolls, as can perusing its library or interviewing the curator. Museums generally charge for entry (Very Easy *Funds* roll), but some set aside certain hours or days for free admittance (such as the last half-hour of each day, or an annual Museum Appreciation Day).

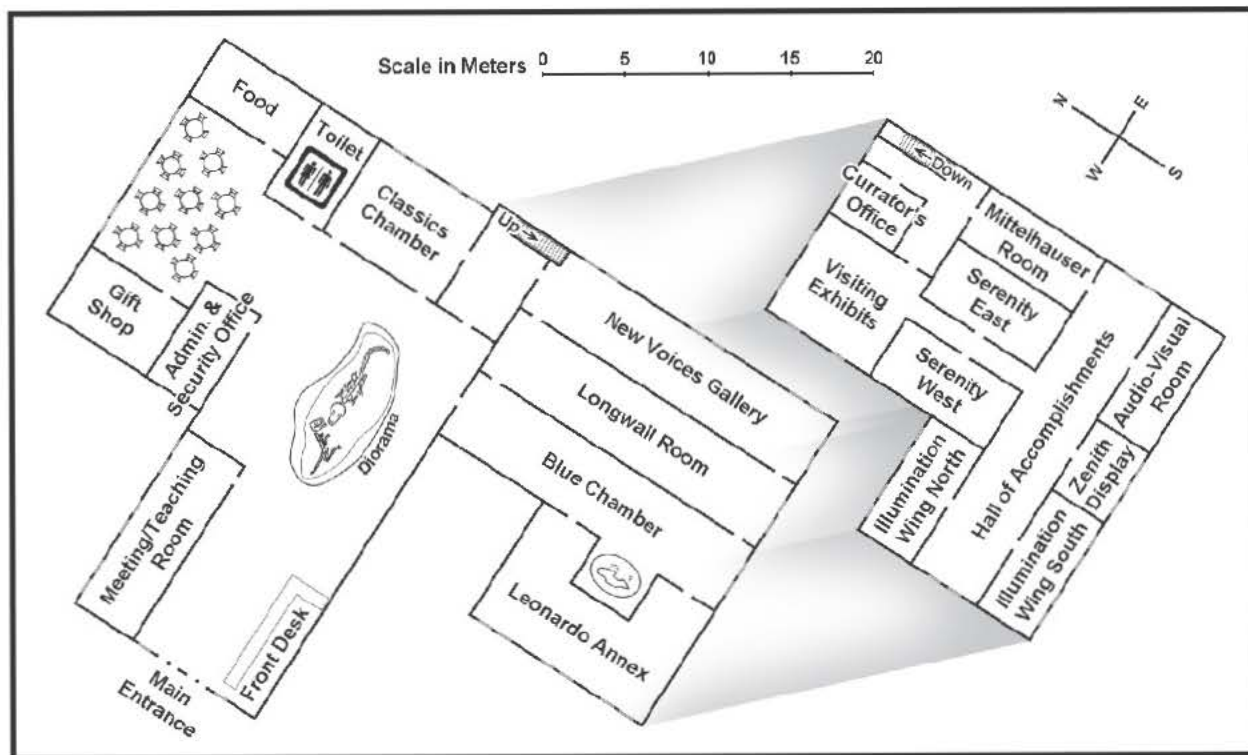
Security remains the highest priority for most museums, and those that house anything of value will generally have at least a security system, and probably also security guards. Most museums have systems that would require a Very Difficult *security* check to bypass, although poorer museums might only require a Moderate check (or less) ... and stealing the Mona Lisa would require a Legendary feat, at least! Although they usually carry objects of great value, local budget cuts often hurt museums disproportionately, and underattended locations can find themselves in constant danger of closing.

Museums exist virtually unchanged for any *D6 Adventure* era, although the trend toward smaller regional museums is fairly recent (within the past 50 years or so). To simulate a smaller museum with the provided map, just discard the second floor and perhaps replace the dining area with more displays.

## Don't Miss ...

The Gemini Foundation had a unique vision for its city's educational and spiritual fulfillment. Instead of having one museum — which narrows its focus too greatly or else splits its exhibits between art and science — why not have **two** muse-





ums, separate but linked? This philosophy guided the creation of the Gemini Museums in 1969, two buildings that have the same layout and architecture but different exhibits. The Castor Museum focuses on the sciences (both natural and hard), while the Pollux Museum is devoted to all kinds of art. The two museums are located about half a mile apart and structured so that it's possible to see the other from the top floor windows.

Visitors to both museums would first notice the central display area. Castor gives this area over to a complete tyrannosaurus rex display, while the same spot in the Pollux building has a piece entitled "Child's Play/Adult Nightmare," where a dinosaur-like simulacrum composed of gigantic steel girders eats a Human-shaped victim made out of wire.

The chambers are named the same for both museums, so one can speak of being in the "Pollux Zenith Display" or "Castor Classics Chamber." This adds to the confusion, which was part of the Gemini Foundation's purpose; it believes the gulf between science and art is not as great as people believe, and making the two buildings so closely linked helps to build an association between the fields.

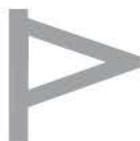
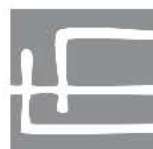
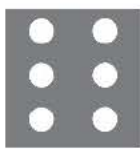
Although the museums rotate their exhibits at least quarterly, they try to keep certain themes in the exhibit halls.

The **Classics Chamber** is devoted to overviews of the museums' disciplines; in Pollux, this means an overview of art, complete with Grecian samples, Impressionistic versus Realistic displays, and so on. At Castor, this encompasses a history of the sciences, up to Galileo. Since this room is the last one visitors might see before leaving the museum, the curators try to keep out anything too controversial here.

The **New Voices Gallery** is focused to the latest findings or developments. In Pollux, this generally means up-and-coming artists and local talent. In Castor, it means the absolute latest developments in the sciences (at least, those that would have an interesting display and spark public imagination).

The **Longwall Room** is usually devoted to oversized or long exhibits. For example, the Pollux recently displayed two original "splatter paintings" that took up both walls entirely; the Castor, meanwhile, had an exhibit of electron microscope magnifications of various atoms, blowing up the results to give a better idea of the beauty and complexity of matter's building blocks.





The **Blue Chamber** is so-named because its walls, floor, and ceiling are painted entirely sky blue. The Pollux uses this room primarily to display sculptures in an “open” environment; the results often feel like the exhibits are floating in space. Its present exhibit is a comparison of the Human head, from Grecian to modern depictions. The Castor uses this room mostly for intellectual or psychological demonstrations; its current theme is optical illusions.

The **Leonardo Annex** is devoted to the same artist in both museums. The Pollux focuses on Leonardo Da Vinci’s artistic achievements, while the Castor concentrates on his intellectual and scientific insights. Both annexes contain original Da Vinci pieces, and as such are even more heavily protected and guarded (Legendary *security* check to steal or deface the art).

**Visiting Exhibits** are, logically, devoted to those pieces that are on loan from other museums. Security here is tight, and it would take Heroic efforts to tamper or steal anything. At present the Pollux has three Monet and two Renoir paintings on loan, while the Castor has several original journals of Copernicus. From the Castor Visiting Exhibit room it’s possible to see into the Zenith Display and Illumination Wing South of the Pollux.

The **Mittelhauser Room** is named after a wealthy contributor, and it contains items donated by patrons over the years. This room is the one most likely to have items that defy classification; the Pollux presently has some abstract fourteenth-century carvings that seem made out of an unknown kind of wood, while the Castor has a series of large metal sheets inscribed with intriguing but untranslatable runes or icons.

**Serenity East** and **Serenity West** are linked rooms, and their exhibits usually spill across both rooms. The purpose of those rooms is to provide “popular” exhibits or art. The Pollux’s Serenity Rooms are currently devoted to pop art, while the Castor has an exhibit entitled “10 Inventions that Changed the World.”

The **Zenith Display** is the only room in both museums to make heavy use of natural light. As one of the most stunning rooms in the museum, the Zenith Display’s exhibits tend toward the flashy instead of instructive. Presently, the Pollux has a collection of modern blown glass, while the Castor

has a giant prism and information about optics. The windows of the Zenith Display provide a theoretical chink in the museum’s defenses (Moderate *security* check to break in), if someone could figure out how to get to the second floor window.

**Illumination Wing North** and **Illumination Wing South**, like the Serenity rooms, are linked. However, while Serenity strives toward popular exhibits, the Illumination Wing attempts to be more confrontational and challenging. The Pollux currently shows mathematical representations and methods of artwork (including an aural display of Igor Stravinsky’s serialist music), while the Castor has a presentation on “The Search for God,” detailing the conflicts and parallels of science, philosophy, and religion.

The **Hall of Accomplishments** is basically a retread of the Classics Chamber, only with more room to go in depth. If the Classic Chamber provides an appetizer or dessert, the Timeline is the main course. Given its open nature, pieces of extreme value are seldom kept here; instead, copies and representations of pieces are displayed.

The remaining areas are fairly mundane. The Audio-Visual Room has supplemental material about one of the museum’s exhibits, the offices house the security team or curator, and the Gift Shop offers somewhat expensive souvenirs (Very Easy to Moderate; +1 to *Funds* difficulties). Unlike many museums, the Gemini museums have a food court, giving patrons an on-site location to chat about what they just saw.

The museums are open Monday through Saturday from 10:00 A.M. to 6:00 P.M., and on Sunday from 1:00 P.M. to 5:00 P.M. The remainder of the time the museums remain tightly secured, requiring a Very Difficult *security* check to get in and additional checks to get to each room (unless otherwise noted). The Pollux’s curator is Dr. Travis Starlin, an affable 57-year-old with an art history doctorate and a love of teaching. The Castor is run by Dr. Sheila Gerber, a 68-year-old physicist whose uncooperative nature is almost legendary; while Dr. Starlin is a believer in the Gemini concept, Dr. Gerber expresses open contempt at the idea and sees the museums as being in direct competition. What affect this animosity will have is unknown.







## Things to See

- ✦ Paintings, with and without frames
- ✦ Sculptures of metal, clay, plastic, wood, fabric, glass, or some combination
- ✦ Photographs, matted or framed
- ✦ Antique or ancient household goods, weapons, and memorabilia
- ✦ Exhibits of how things work (a car engine, waterway locks, optics, etc.)
- ✦ Glass display cases on pedestals
- ✦ Wooden or plastic benches
- ✦ Green tropical plants, a meter or more tall, fake or real, in heavy black pots
- ✦ Plaques or small posters providing information about displays

## People to Meet

Most museum employees have between 1D and 2D in the physical attributes and between 2D and 3D in mental attributes (especially *Knowledge*). Those who manipulate exhibits tend to have better-than-average *Physique* scores and pips in *lifting*. Curators tend to have at least +2D in *scholar* and +1D in *forgery*, although higher scores are possible and encouraged. Security guards are detailed in the *D6 Adventure Rulebook* on page 126.

**Museum Curator:** Reflexes 1D+1, Coordination 1D+1, Physique 1D+2, lifting 2D, Knowledge 3D, business 3D+1, scholar 4D, tech: computers 3D+1, Perception 3D, investigation 4D, search 4D, Presence 2D, persuasion 2D+1, willpower 2D+1. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 8/*Wound levels:* 2.

## Things to Do

✦ The players' characters manage to thwart a museum theft of a fake exhibit. They learn the thief probably **knew** it was a imitation ... so why did he steal it? Is there some information or item hidden in the fake artifact?

✦ One of the items in the museum actually serves as an interdimensional portal to Someplace

Else, and the players' characters are on hand as the first beings beam across. Can they find a way to turn the tide against these combative individuals, while protecting priceless exhibits from the crossfire?

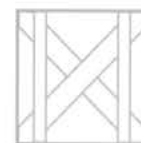
## Office

The office building remains one of the enduring symbols of white-collar workers, commerce, and business. The typical building contains multiple offices, ranging from the cubicle farms of low-level clerical workers to the scenic windowed offices of managers and company presidents. Offices contain all the elements for efficient conduction of business: desks, telephones, word-processing devices, and the like. The typical building also has all manner of office supplies, ranging from mundane paper, pens, and correction fluid, to more esoteric devices such as binding machines, paper cutters, and high-capacity shredders.

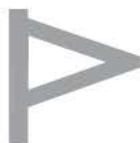
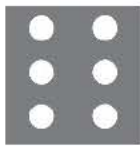
Unless managers are careful, medium-sized or larger offices tend to encourage factionalism and clustering, so that it's possible for some groups not to know what others are doing. In fact, a splinter group's actions within a company — or attempts to leave a company — can form riveting front-page drama.

Offices usually have their own rules and regulations that determine their "personality." Some keep a stoic and professional environment, with formal dress regulations, canned Muzak, and rigid policies. Others keep a more laid-back atmosphere, permitting casual dress, radios at desks, and relaxed rules; some offices go so far to encourage "outside the box" thinking that they permit rollerblading inside or on-site air hockey tables.

"Modern" offices have existed for centuries, and elements with direct parallels — such as scribes toiling over scrolls about a kingdom's affairs — have existed since antiquity. The office's era determines the type of equipment: A pulp-era office would have manual typewriters, carbon paper, and pneumatic tubes; a 1960s spy-era workplace would have tele-







type, photocopiers, and electric typewriters; and a modern building would have computer networks, scanners, and color printers. In a world with steampunk, magical, or fantastic elements, the office building is usually one of the first places those elements will appear, such as mana-powered facsimile machines, psionic international conferencing systems, or steam-powered computational devices. In the near-future, offices will exist as they do now, albeit with sleeker computers, improved security, and so on. However, the advent of increased telecommunications technology will likely make home offices much more common, reducing the need for monolithic office buildings.

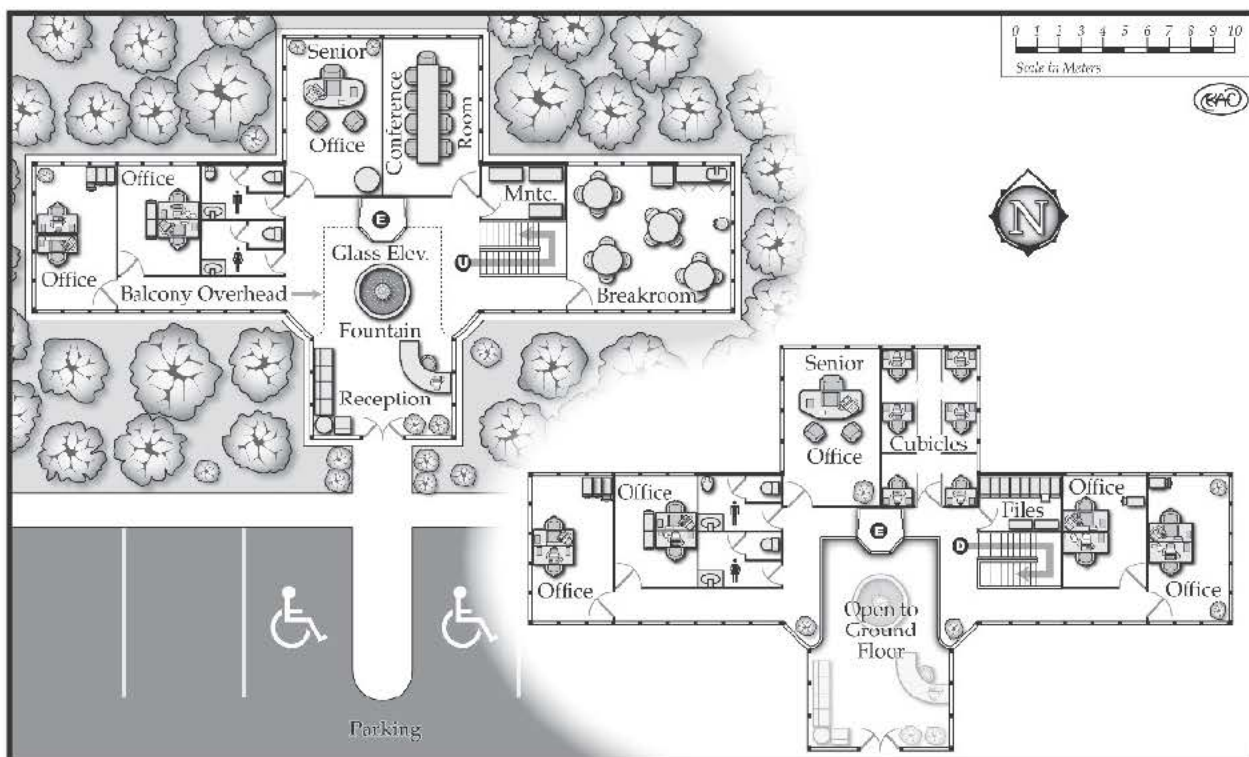
## Don't Miss ...

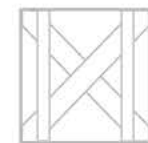
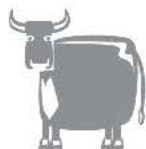
Jan Serval bought the Forrester Building in 1999 from a defunct dot-com company that sold keychains online. Ms. Serval has since turned the office into Serval Consulting, a financial consulting firm that specializes in “no questions asked” business dealings and problem-solving. Although she refuses to do anything knowingly illegal — she insists her

company remains snowy white — she also ensures her company doesn't do any extensive questioning that would place her deniability at risk. As a result, and unknown to her, she has a considerable reputation among the underworld, which has guidelines for how to best utilize Serval Consulting's services.

The Forrester Building's exterior shatter-resistant glass walls (Toughness 3D) provide remarkable openness and breathtaking natural lighting, while the glass elevator supports 10 people comfortably. Serval Consulting is open from 8:30 A.M. through 5:30 P.M., and it remains locked the rest of the time. The front double doors provide the only normal means in and out (Moderate *lockpicking* to enter), and the entire building is served by an expensive security system (Difficult *security* check to thwart).

Serval Consulting currently employs 17 workers, and it has room to expand by one manager, two underlings, and another information technology expert. Ms. Serval treats her clients and employees very well, and no one would willingly give up information about her. Ms. Serval works in the top floor Senior Office, and only her terminal has complete access to the office network (Difficult *tech* roll to access all information; her client's finances are a “closely guarded





secret” to decipher, resulting in a +15 difficulty to *business* rolls). She meets with clients either in her office or the Conference Room, depending on her mood and how many people are involved.

Clients who utilize Serval Consulting may invest *Funds* dice with the company; for as long as those dice are invested, they count twice (thus someone with 4D in *Funds* who invests 2D of that amount has 6D *Funds* available). However, a failure on a *Funds* roll utilizing those dice makes those extra dice unavailable for three months, while a Critical Failure means the investor loses the extra dice **and** the invested dice for six months. In addition, if Serval Consulting runs afoul of the law or other sabotage, those invested dice might be lost forever ... or at least until the matter is resolved.

## Things to See

- ✦ Metal desks with laminated particle board tops
- ✦ Cloth covered chairs on casters
- ✦ Cloth-covered dividers about 1.2 meters tall
- ✦ Office supplies (pens, markers, paper, pencils, erasers, bottles of correction fluid, diskettes, scissors, staplers and staples, staple removers, paper clips, binder clips, glue sticks, tape in a dispenser, holders for supplies, pushpins, letter openers, boxes of facial tissue, rubber stamp with ink pad, paper

## Expanding the Building

For larger office buildings, this map can easily be expanded to by duplicating the second floor to represent the third or higher floors. Each additional floor adds room for 15 employees. The practical limit to this expansion is around eight floors, or about 100 employees. However, higher levels — especially the top floor — might contain luxury offices, given the superior view, and resulting in a lower number of employees. In a huge office building, the top floor’s senior office and cubicle room would be merged, making a gargantuan presidential suite.

punch, telephone index, book ends, reams of paper, etc.)

- ✦ Metal file cabinets with folders sorting various memos, bills, invoices, and so on
- ✦ Terminals or desktop computers and shared printers
- ✦ Calculators
- ✦ Freestanding coat rack with wire coat hangers
- ✦ Typewriter
- ✦ Photocopier
- ✦ Fax machine or teletype machine
- ✦ Telephone

## People to Meet

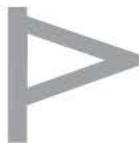
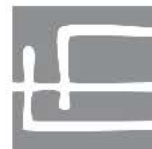
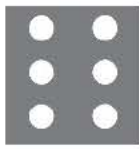
Most office employees have 1D+1 to 2D in all attributes, although it is not uncommon for workers to have 1D in a physical attribute (*Reflexes*, *Coordination*, or *Physique*) and 3D in *Knowledge* (for clerical, research, or financial work), *Perception* (for artistic or problem-solving businesses) or *Presence* (for sales-heavy businesses). One or more skill dice in *business* is common for managers, and most workers usually have at least a couple pips relating to whatever goods or services the office revolves around: *scholar* regarding the office’s focus, *tech* for electronics-heavy fields, and so on. *Charm*, *con*, or *persuasion* are also common, especially in interpersonal or sales fields; which skill is chosen greatly affects how those interactions are conducted.

**Office Worker:** Reflexes 1D+2, Coordination 1D+2, Physique 1D+2, lifting 2D, Knowledge 2D+2, business 3D+1, scholar 3D, tech: computers 3D+1, Perception 2D+2, investigation 3D, search 3D, Presence 2D+1, charm 2D+2, persuasion 2D+2, willpower 2D+2. *Move:* 10. *Strength* *Damage:* 1D. *Body Points:* 8/*Wound levels:* 2.

## Things to Do

- ✦ The players’ characters are hired by an office for an urgent mission. However, something seems fishy about the whole affair. Do they dare break into the office to learn the whole story?
- ✦ The heroes have successfully acquired some important documents in the top floor of a tall of-





fice building ... only to discover that the building is on fire! Can they escape in time, with the documents intact?

## Park

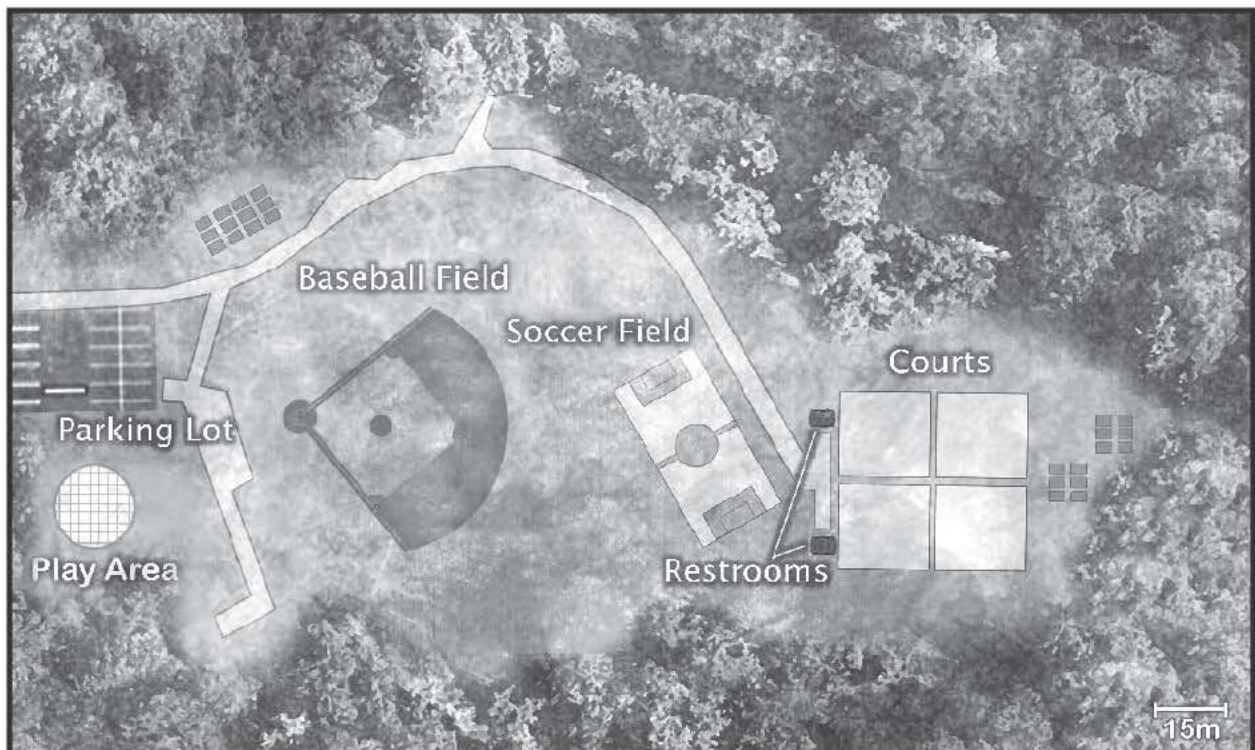
Parks provide urban denizens an escape from the sprawl of asphalt and concrete that binds them, whether it is a quick walk in the local city park or a camping trip to a state or national park. They are places dedicated to preserving one bit of nature for the enjoyment of the citizens. In a typical adventure, this happy, shiny fun is bound to be shattered by the intrusion of villains bent on crashing the party.

Parks come in many sizes. In cities, they can be as small as one street corner or as large as several blocks, such as Central Park in New York. In rural areas, nature preserves can be a couple hundred hectares, encompassing a forest or lake, or a vast

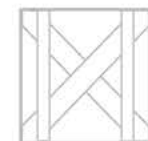
tract of tens of thousands of hectares holding entire mountain ranges, wetlands, or wildlife sanctuary. (For suggestions concerning forest and meadow locations, see their entry herein.)

Urban parks are convenient places for characters to have meetings with illicit informants who desire a public place where violence would be too conspicuous. The advantage of a city park is that it can be well trafficked and yet still have spots which that secluded (some secluded enough to server as locations for dumping a body after a murder). Although regardless of how public or isolated the location in the park, people still disappear from plain site and secret rendezvouses can be discovered without warning.

In park settings, often the innocent bystanders prove useful plot devices. Especially since parks almost always have some kind of play area, hordes of children that frequent these could to be taken hostage, witness to a horrible crime, or obstacles in gun fights and car chases. It adds a nice touch of guilt when little Timmy ends up in the hospital because some trigger-happy character used a hand grenade near the monkey bars. Moreover, these children attract scores of vendors whose stands can







provide a splatter of color to any vehicle ripping through the place in hot pursuit.

Also, these places make great areas to assemble huge crowds for festivals, sporting events, concerts, protests, political rallies, and an assortment of other gatherings. Introducing mayhem, which most characters are prone to do simply by being present, can produce several noncombat problems to deal with. These might include fires, riots, stampedes of people, medical emergencies, and so on.

While parks can have a wide assortment of amenities, a typical example of a city park generally includes a baseball diamond, playground, restrooms, picnic benches, and a monument or fountain. An average size would be about four city blocks, generally in a square or rectangular configuration. In addition to this, parks may have tennis courts, basketball courts, a soccer field, lake, bike paths, a stage, and so on.

Placement of playgrounds and such frequently falls close to the borders of the park. This leaves a lot of wide-open areas for moving around near the middle, with the center of parks existing as the favored location for monuments and fountains. The layout generally has a number of sidewalks or paths crisscrossing the area, and they may border the park as well. Stages and baseball diamonds typically face the inside of the park.

Monuments in older parks are usually statues of historical significance, often of military heroes or politicians, or are simple markers with plaques commemorating things such as battles, foundation of a town, sponsors of the park, and the like. Both types are generally sturdy enough to force a fast-moving vehicle or horseman to make way. In recently built parks, artwork includes mural boards and sculptures in traditional or abstract designs, and their resilience as obstacles varies based on their materials (from 1D Toughness for wood to 4D for metal structures).

Rural state and national parks often encompass one large, continuous geographic area, like a large forest, mountains, swamp, or similar territory. They feature campgrounds, nature trails, picnic areas, and sometimes a nature center or museum focusing on the local sights, sites, and environmental issues. Most are relatively safe, but getting lost or cut off by bad weather is possible. The more sizeable na-

tional parks, such as Yellowstone, may include the appearance of bears, deer, moose, wolves, or even a mountain lion. Other parks may have different types of animals, depending on the climate and location, but seldom is the animal population dense enough to provide large or numerous encounters. Some parks do allow hunting, which could provide problems for characters wandering around without a caution-orange jacket.

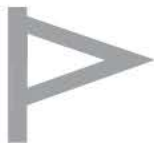
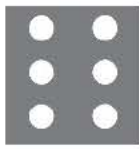
## Things to See

- ✦ Swings with plastic seats and metal chains on a swing set
- ✦ Metal merry-go-round set in a circle of sand several centimeters deep
- ✦ Sand in a sandbox bordered by wooden railroad ties
- ✦ Metal slide ending in a circle of sand several centimeters deep
- ✦ Sports equipment (baseball bats, baseballs or softballs, footballs, soccer balls, basketballs, tennis rackets, tennis balls, etc.)
- ✦ Bicycles
- ✦ Statues or sculptures made of granite, marble, metal, or plastic
- ✦ Chain-link fences
- ✦ Wooden picnic tables and benches
- ✦ Small gardens of flowers
- ✦ Signs indicating the park regulations

## People to Meet

Most pedestrians have the typical 2D in attributes, with a couple of skills at +1D. Children have 1D to 2D in their attributes, and few have skills above 3D, with the exception of athletes and various enthusiasts (such as skate-boarders), who may have 4D or 5D in an appropriate specialization. (See the "Apartment" entry for suggested characteristics for a child.) Campers and hunters may have +1D to +2D in *survival* and perhaps a combat skill. Police officers often frequent city parks due to the children and to display their presence to the public openly. Their characteristics are on page 126 of the *D6 Adventure Rulebook*. State and na-





tional parks have park rangers, skilled in *medicine* and *survival* but otherwise similar in game characteristics to police officers, though they are few in number and do not respond as quickly as their urban counterparts.

**Hunter:** Reflexes 2D, Coordination 2D+1, marksmanship 3D, piloting 2D+2, Physique 2D, lifting 2D+2, running 2D+1, swimming 2D+1, Knowledge 2D, medicine 2D+1, navigation 2D+2, Perception 2D, hide 3D, search 3D, survival 3D, tracking 3D, Presence 1D+2. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 11/*Wound levels:* 2.

## Things to Do

✦ The players' characters track a dangerous gunman into the local park. After loosing him for a few minutes through some trees they encounter him at the edge of a playground. He is squatting down and talking to a little girl, and he apparently has her ball. One wrong move and the situation could turn very bloody for Molly and her second-grade class.

# Restaurant

Restaurants are a wide-ranging location with hole-in-the-wall greasy spoons, fast food joints, and even fine luxury dining halls falling under their classification.

Restaurants differ in three things: size, quality of food and service, and cleanliness. There are some tiny unsanitary cafes that have the best food you will ever find. Similarly, a high-priced, immaculate restaurant might have incredibly poor service or mediocre food.

Restaurants are great places to test players and their characters. Have them be served by an incredibly rude waiter or a maitre d' who demands they wear semi-formal attire (dresses or a coat and tie) while dining. There's also nothing quite like the shock on players' faces when their characters wan-

der into a restaurant's kitchen and see how vile it really is — no matter how good their food was.

A restaurant exists as a great place to plant hidden foes of the characters. Is that annoying waiter just trying to get a big tip, or is he really refilling the water glasses a little too much just to keep tabs on the conversation the characters are having? Could the real chef be tied up in the freezer in the back while his "replacement" is secretly plotting to poison the characters? And maybe that waitress with the plunging neckline is just a little too friendly for the characters' own good.

Restaurants are great meeting places as they are in public and tend to have such a din in the background that all but the most boisterous conversations go unnoticed even by people sitting nearby. This may require *Perception* or *search* checks if the characters are trying to spy on someone, but it also gives them cover for clandestine conversations.

## Don't Miss ...

Jimmy opened his restaurant with a little help from his Uncle Vinnie. Taking a clue from other popular restaurants of the time, he decorated it with chachkis of the neighborhood he grew up in and the city itself. It's by no means a large location, but it's big enough for Jimmy. He contents himself with a fairly regular flow of customers,

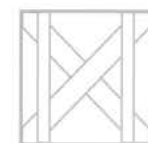
which keeps him busy.

Booths line the walls of Jimmy's Place. Jimmy hadn't wanted booths, but it was one of several "recommendations" Uncle Vinnie required him to undertake if he wanted the start up money. With some tips from an old girlfriend, he found suitably nostalgic decorations to match the red leather booths, and now he's grown to like the look.

Four booths each occupy the right and left walls, with a single large booth against the back wall. This booth is almost always reserved for Uncle Vinnie and his friends, who eat there most nights.

The center of the restaurant has a mix of square tables just large enough for four to sit at and small enough to be easily combined to make a seating arrangement for a larger group.



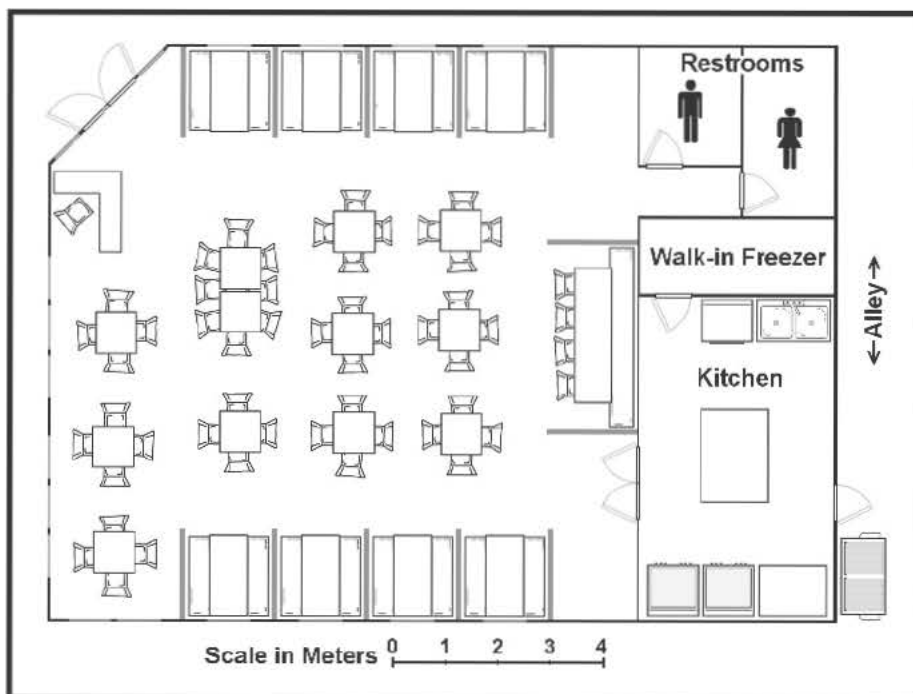


Lit candles stand on all the tables, and the lights are turned down low. Jimmy likes the ambience, and he was happy that his uncle had recommended setting up the restaurant this way. It offers enough light to keep the restaurant from being hazardous to the wait staff, but it allows those seated in booths a measure of privacy. This has attracted a number of couples, young and old, to Jimmy's Place, and they are often the bigger tippers.

The service counter sits just inside the front door facing into the restaurant. Jimmy likes to watch his wait staff as they help the clientele.

The windows are mirrored, with Jimmy's Place emblazoned on them (a "restaurant warming" gift from Uncle Vinnie), so no one can see he has his back to the street that often. Jimmy wouldn't admit it, but he secretly enjoys watching people go by when the restaurant isn't open. He finds it especially amusing when they stop and fix themselves up in the window like it was a mirror.

To the left of the booth against the back wall are the restrooms. To its right are the swinging doors into the kitchen. Not an overly large kitchen by any means, it has two grills, a counter in the middle to prepare food on, a walk-in freezer, a large sink, and a dishwasher. The back door of the restaurant opens onto an alley with a light just above the door and the dumpster immediately to the door's right.



- ✦ Votive candles in colored glass holders
- ✦ Paper menus with the restaurants name and logo on the front and two to six pages of food and drink selections inside; some menus are kept in plastic sleeves and sometimes dessert and alcoholic beverage menus are offered separately
- ✦ Large plastic serving trays
- ✦ Wooden tables and matching wooden chairs with cloth seats
- ✦ Cooking utensils in the kitchen (pots, pans, knives, ladles, platters, and so on)
- ✦ Cash register
- ✦ Metal goodie dispenser with mints in its glass jar and proceeds going to a local charity
- ✦ Padded bench in the waiting area
- ✦ *For additional ideas, see the "Bar/Nightclub" entry*

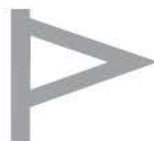
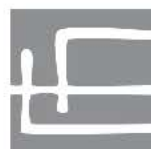
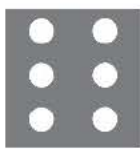
## Things to See

- ✦ Ceramic plates
- ✦ Metal forks, spoons, and knives
- ✦ Glass drinking ware
- ✦ Cloth napkins and tablecloths

## People to Meet

Wait staff at a restaurant have 2D in every attribute with up to +2D in *melee combat* to reflect their ability to deftly handle large trays of food. Cooks of course have a pip or two in *scholar: cooking*, *artist: cooking*, and *know-how: cooking* — some more





For fine Italian cuisine  
in a family atmosphere ...

## Jimmy's Place

*A sampling of popular dishes from  
our menu — be sure to stop in for our  
daily specials from our Italian-trained  
master chef.*

### Appetizers

Antipasto salad  
Mozzarella sticks  
with marinara sauce  
Ribollita (bread soup)  
Shrimp bisque  
Hot bean soup

### Main Dishes

Calzone with or without meat  
Gnocchi with red pepper sauce  
Sphaghetti with marinara sauce  
or meatballs and sauce  
Linguini with alfredo sauce or  
broccoli and garlic  
Meat lasagna  
Spinach alfredo lasagna  
Seafood-stuffed shells  
Pasta primavera  
Meat- or cheese-stuffed ravioli  
Veal scallopini

### Desserts

Cannoli  
Italian Ice  
Poached Pears  
Macaroon and biscotti sampler

*Open Monday through Thursday from  
noon to 8:00 p.m., Friday and Saturday  
from noon to 10:00 p.m., and Sundays from  
1:00 p.m. to 8:00 p.m.*

than others. A host, hostess, or maitre d' has a pip or two in *charm* or *persuasion* and possibly some in *business*.

**Wait Staff:** Reflexes 2D, sneak 2D+1, Coordination 2D, sleight of hand 2D+2, Physique 2D, lifting 2D+2, Knowledge 2D, business 2D+1, medicine 2D+1, scholar: restaurant 2D+2, Perception 2D, know-how: waiting 2D+1, Presence 2D, charm 2D+2. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 8/*Wound levels:* 2.

## Things to Do

✦ Jimmy's Uncle Vinnie isn't as altruistic as the nephew may think. Vinnie is better known as Vinnie Two-Toes (he used to be Vinnie Three-Toes before that unfortunate accident). He's a capo in the local mafia. He helped Jimmy set up the restaurant to serve as his de facto headquarters. Vinnie has nothing to do with the running of the business; it's strictly on the up and up, and he likes it that way. He can come to Jimmy's Place and meet with his people in the booth in the back and not worry about the Feds busting in on the joint. The candle holders in the restaurant actually serve as jammers for any eavesdropping devices that might be brought into the restaurant. Furthermore, the booth in the back is far enough away from any other to keep its conversations private.

The characters are eating at Jimmy's Place when three masked men in suits walk in with shotguns and proceed to tell everyone to get down: "This is a robbery." Uncle Vinnie and his friends are outraged by the audacity of such an action and begin shooting at the men from their booth. The gunmen flip over a few tables, and pretty soon, the characters are caught in the crossfire of a mob war.

**Mobster:** Reflexes 2D, brawling 2D+2, dodge 3D Coordination 2D, marksmanship 3D, Physique 2D, lifting 3D Knowledge 2D, business 2D+2, scholar: mob family regulations 3D, security 2D+2, Perception 2D, streetwise 2D+2, Presence 2D, intimidation 3D, persuasion 2D+2, willpower 2D+2. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 11/*Wound levels:* 2.





# Spaceship

Traversing the vast depths of interstellar space, a spaceship is many things to its passengers and crew: safety, transportation, convenience, home. Available in a myriad of shapes and sizes constrained only by style, technology, and budget, the spaceship might house the foes of the players' characters or serves them as a base of operations from which to explore the unknown. When used as an adventure location instead of a vehicle, the spaceship provides many exciting adventure possibilities. It might be the object of a search — buried under arctic ice, crash-landed in the jungle, or hidden in the depths of the sea. Or, it can serve as a means of bringing the adventure to the characters, with its alien crew contacting or abducting them.

For adventure setting purposes, it is not the ship as a vehicle that is important. (Gamemasters who wish give game characteristics to the vehicle could build it using the system found in the *D6 Space Rulebook*.) Rather, it's the ship as a place, particularly one with numerous aspects to it that are only slightly familiar to Humans — or maybe so strange as to prove bothersome to Human senses. Perhaps a barely breathable or odious atmosphere is present, gloomily lit by eerie green or grey lighting. Perhaps the lighting is subject to an odd Doppler shift, giving everything a fuzzy, out-of-focus look (+2D to sight-based difficulties). The strange atmosphere (thick, thin, with a distinctive taste or odor, etc.) and quasi-metallic wall plates may distort sounds, creating bizarre echoes or hair-raising subsonic noises.

## Don't Miss ...

A flattened ovoid, the traditional flying saucer has long been a staple of science-fiction. The flattened ovoid design theoretically improves speed if an "etheric drive" is utilized to reduce drag from normal space or atmospheric entry. The shape can

also serve to reduce sensor detection. Overall, the ovoid hull eats up some usable crew space, but fuel or equipment parts may be stored in the uninhabitable cubby spaces.

This example is operated by the mysterious Greys, who have appeared countless times in literature as foes, tourists, amoral scientists, refugees from distant alien wars, or bored biology students.

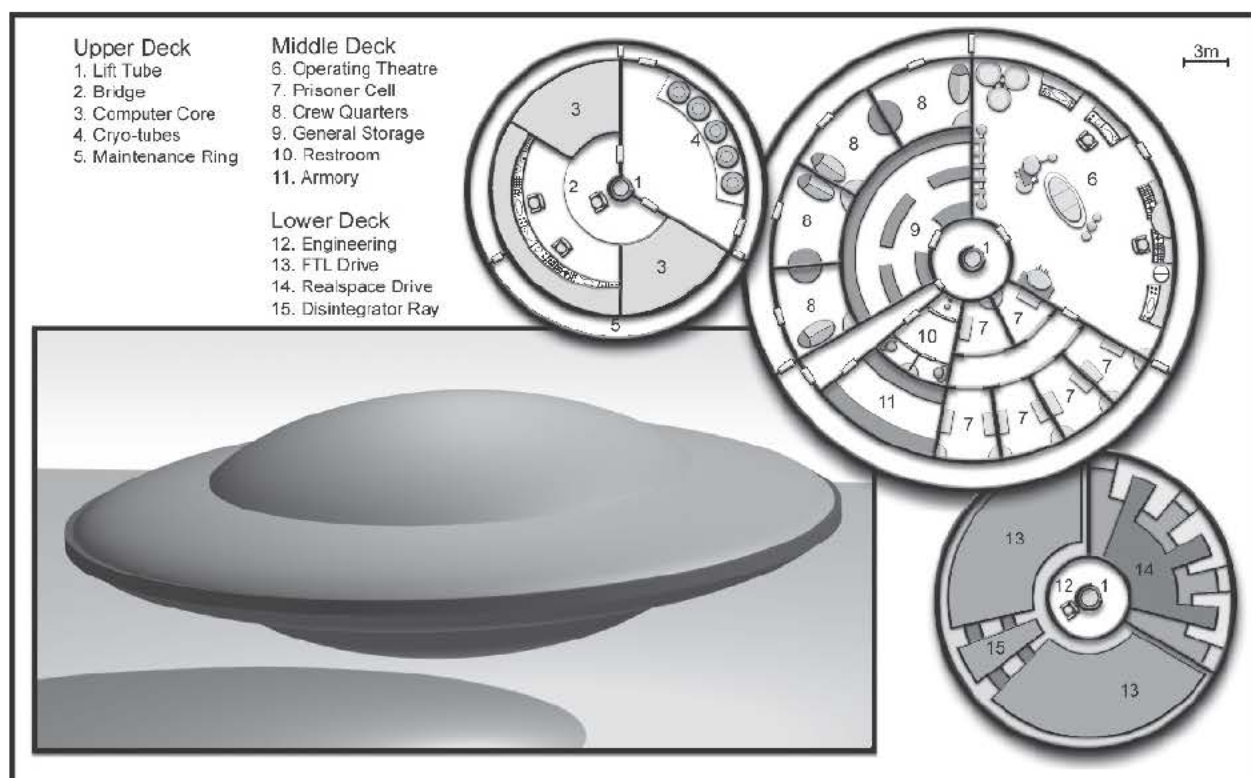
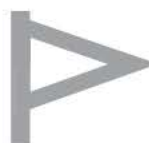
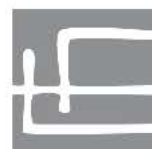
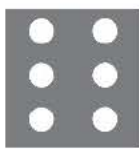
The Harvester-Scout (scale 14) boasts a modest faster-than-light drive (approximately three light years per day) and fairly slow sublight engine. Its alloyed hull provides moderate protection (Toughness 3D) — even a low-tech missile can bring it down.

Thus, the mysterious Greys seek to avoid detection and combat at all costs: The ship boasts extremely refined stealth systems, including electromagnetic emissions control, direct sensor bafflers, and a holographic shield to prevent visual detection. The systems tend to be quite fragile, and a crash landing or battle damage can easily disrupt them. Rumors that ships such as this have appeared with blazing search and navigation lights cause UFO hunters no end of confusion. Perhaps other races are visiting Earth use similar means of transportation and are not as concerned about stealth.

Entry to the ship is via the **lift-tube** (1) located on the craft's axis. The tube extends downward to the ground approximately nine meters. Once in the lift, access to any deck is possible (unless the Greys have activated a security lock-out). Several maintenance hatches (at the gamemasters' discretion) are placed on the upper and lower hull surfaces. Normally sealed, characters may find some have blown open during combat or the subsequent crash landing.

The lower deck will be the first deck the lift-tube provides access to. It houses the **engineering core** (11), which provides access to the large **realspace drive** (13) and its venting ports, the **FTL drive** (12), and the ship's **weapon mount** (14). Note the weapon mount is fixed — the ship must be maneuvered in order to line up a shot on the horizontal axis. The weapon can traverse vertically approximately 20 degrees in either arc. All the equipment in this section is very fragile — weapons fire or even low-tech explosives can wreak havoc with the en-





gines (which may contain caustic chemicals and poisonous fuels for added excitement). In a “crash-landed” scenario, the engineering deck may be a very dangerous mess — and the ship’s computer or crew may have sealed the lift-tube doors to stop chemical fires and radiation leaks. There are several crawl spaces throughout the engineering deck, allowing the diminutive Grey engineers access to various components (+10 to movement difficulties for beings of scale 0).

The middle deck is the main section of the ship. Three doorways lead from the lift-tube room. One leads into **general storage** (9) where various odds and ends of alien technology are stored, including concentrated foodstuffs and miscellaneous baggage. (In some configurations of the ship, the auxiliary storage area along the main corridor serves as a lab, communication room, or other specialized area.) A door leads to an axial corridor providing access deeper into the deck. The final door leads to a disturbing place: the **operating theatre** wherein many a hapless person has awoken to strange creatures or machines looming over him, inserting probes into his bodily cavities or bringing whining saws or drills

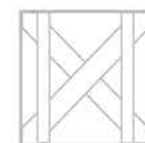
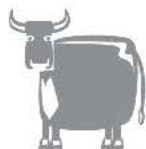
on-line. The theatre houses stationary operating tables, holding tanks and tubes, odd machines and sensors suspended from ceiling mounts, and large animal pens (most often holding a cow or two). A large hatch at the back of the room drops down allowing for quick loading of victims via a ramp or small (900-kilogram capacity) tractor beam.

When the Greys aren’t happily vivisectioning some poor Terran creature, people are held in a series of **prisoner cells** (7) accessible by a door to the operating theatre. The cells are sparse, with a waste pit hole, water dispenser, and little else — prisoners are too drugged, psychically stunned, or shocked to complain much.

On the opposite side of the hull are the **crew quarters** (8). The bizarre living quarters of the crew may consist of bare floors and a zero-g floating mat resembling half of a glowing green coconut, pools of gelatin-like slime serving as sleeping and recreation areas, or a perfectly preserved room from Victorian England, replete with gold trim, marble floors, stone fireplace and heavy tapestries.

The final room on the deck is the **armory** (10) located on the axial corridor. Here, the Greys keep





their stunners, drug-devices, psionic mind-wrenches, plasma guns, and the like.

The upper deck is the nerve center for the ship. It houses the **bridge** (2), with a huge built-in viewscreen and numerous acceleration couches or command chairs, instruments busily burbling and bleeping, and most likely a crew determined to self-destruct the ship before the Humans can claim it. Two large cylindrical tubes with glowing interiors housing things that look like brains of cows comprise the **computer core** (3). The computer system is extremely alien and attempting any task with it should be Very Difficult under the most generous circumstances. A **cryo-tubes** section (4) allows the crew to be safely ensconced for extremely long journeys. Crewmen injured beyond the capability of the Grey surgeons to heal are placed here. This can be an idea place to trap players' character who want to try them out. Alternatively, the interstellar travel using Grey technology is too dangerous for living Humans — they must take some very risky chances and use the cryo-tubes during any space voyage. Lastly, a **maintenance ring** (5) runs the circumference of the ship on all three decks. This ring gives access the hull, sensors, other concealed machinery for repairs.

The interior walls have a Toughness of 5D. Doors have a Toughness of 3D with Difficult to Very Difficult *security* electronic locks (security may be

out of commission if the ship is crashed). The prison cells may use forcefields (possibly shorted out or intensified during a crash) or solid doors with 5D damage resistance and Heroic *security* electronic locks. Most interior equipment has damage resistance of 2D to 4D — and possibly containing odd chemicals or flammable lubricants.

## Things to See

- ✦ Handheld electronic devices and weapons of unearthly origin
- ✦ Strange food in simply marked plastic-like, vacuum-sealed containers or bags
- ✦ Medical instruments only vaguely resembling anything seen on Earth
- ✦ Narrow metal examination table, attached to the floor
- ✦ Sheets of thin plastic-like material inscribed with strange characters — they could be instruction manuals or letters home
- ✦ Shimmering fabric, draped over beds or cut into robes, with a thickness of cotton but the feel of silk and a toughness of woven metal

## People to Meet

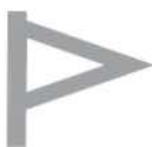
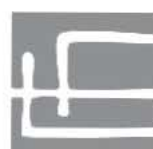
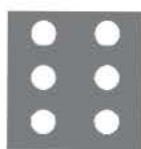
The stereotypical alien manning a saucer-shaped craft is generally not any more physically sturdy than a Human. Other people that characters might encounter include cultists, treasure seekers, scientists, soldiers, and members of secret government agencies. For cultists and treasure seekers, use the generic person described in the introduction. For scientists and soldiers, see their entries on page 126 of the *D6 Adventure Rulebook*.

**Secret Government Agency Officer:** Reflexes 2D, brawling 2D+2, dodge 2D+2, Coordination 2D, marksmanship 2D+2, piloting 2D+2, Physique 2D, running 3D, Knowledge 2D, medicine 2D+1, scholar 2D+1: aliens and extranormal phenomena +1D, tech 2D+1, Perception 2D, hide 2D+2, investigation 3D, search 3D, streetwise 2D+1, tracking 2D+1, Presence 2D, persuasion 2D+1, intimidation 2D+2, willpower 2D+1. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 12/ *Wound levels:* 2.

## Spaceship Combat

Combat in the ship should be very difficult for characters — remember the Greys are bizarre. They see in very dim, odd-colored light, breathe a strange atmosphere and hear at a much higher frequency. They may even be capable of crawling on walls or ceilings using sticky membranes on their limbs. To emphasize the alienness of the setting, combat and exploration modifiers range from +5 to +15 or more to difficulty numbers. It may be hard to dodge when you cannot correctly determine how the wall is shaped or even where it is! Shooting a Grey at short range while trying to see past nauseating green strobe lighting with luminous mists flowing around makes even an expert marksman flinch.





## Things to Do

✦ A group of wacky cultists, who call themselves the Cultists of the Star-Born, hold regular services aboard a downed UFO, convinced the major religious and social figures of history were actually beneficent aliens in disguise. The players' characters stumble across or are sent to investigate this small cult located in a rural area.

Upon arrival, the investigators must try to figure out who the cultists are, where they are meeting, and why. Eventually, the characters gain entry to the ship — which could be an oversized version of the one presented here — and overhear the cultists during their venerations.

But all is not well. During this particular service, the additional warmth of the characters has activated the dormant self-defense artificial intelligence aboard the ship, which is now using its “bio-breeder” (replace the cryo-tubes in area 4) to create a very dangerous series of bioroids. At first, the creatures begin knocking off lone cultists exploring or praying in various sections of the ship. Eventually, enough bioroids appear for a concerted attack on the mass cult gathering. In the confusion and slaughter (highlighted by bewildered cultists praying to their alien gods in an attempt to appease them), the characters must rescue the doomed fools and themselves.

✦ A sunken alien ship is found in the South Pacific dating from World War II (or during the war!). The players' characters are assigned to investigate.

Little do they know, the intelligent ship seeks a new crew and picks up the hapless heroes in its quest to complete a mission to Alpha Centauri! There, it hopes to find the cryo-preserved remains of its race at a long-abandoned scientific outpost. The hideous-looking aliens are all that is left of a peaceful star-faring people. The characters, during the month-long trip to the outpost, learn to make friendly contact with the ship and begin to assimilate some skills, allowing a degree of control and interaction with the craft. Such skills may include stardrive repair, starship gunnery, and space navigation.

However, as they arrive at the outpost, the evil cybernetic insectoids who wiped out the ship's cre-

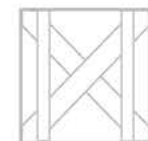
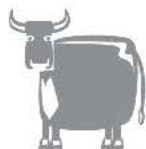
ators are alerted. The characters must revive the last members of the shipbuilder's race, escape the insectoid's ground forces in a running gun battle (made survivable thanks only to the characters' lower tech weapons), and evade the insectoid fleet.

Eventually, the characters must help the shipbuilders find a new home and a new beginning — perhaps on a small blue planet called ... Earth.

## School

Schools come in many shapes and sizes, depending on the level of education they provide, as well as the school's era and geographical location. Rural schools meant for children under the age of 12 can have as few as five or six rooms altogether, while even relatively obscure universities are often sprawling complexes of single- and multi-story classroom buildings, residence halls, and research facilities. Schools can differ tremendously from one town to the next, exhibiting marked differences in quality and maintenance due to varying tax policies, education disbursement, and interest by parents and teachers. Some modern U.S. schools have changed little from the simple designs used in the prairie states during the mid-1800s, but many schools have since had to expand outward (or upward, in the case of urban schools) to accommodate ever-increasing student enrollment.

Grade schools are storehouses of smaller versions of everyday items such as pencils, chairs, desks, and toilets. They tend to have open, airy classrooms with plenty of windows to admit sunlight and fresh air, and walls decorated with cheery, often holiday-related student artwork. Modern U.S. high schools, on the other hand, seem designed, not to nurture students, but to introduce them to the professional world of windowless cubicles. Furthermore, due to several recent tragedies, many high schools have been built or renovated to incorporate smaller windows, restricted access points, metal detectors, shatterproof glass, silent alarms, sophisticated surveillance equipment, and reinforced doors that seal off



school sections like ship bulkheads. While stifling to the educational process, such buildings make excellent makeshift fortresses in an emergency. Many schools built during the Cold War era can double as nuclear fallout shelters, although the stores of food and water mandated by civil defense policy have long since been stolen, depleted, or removed.

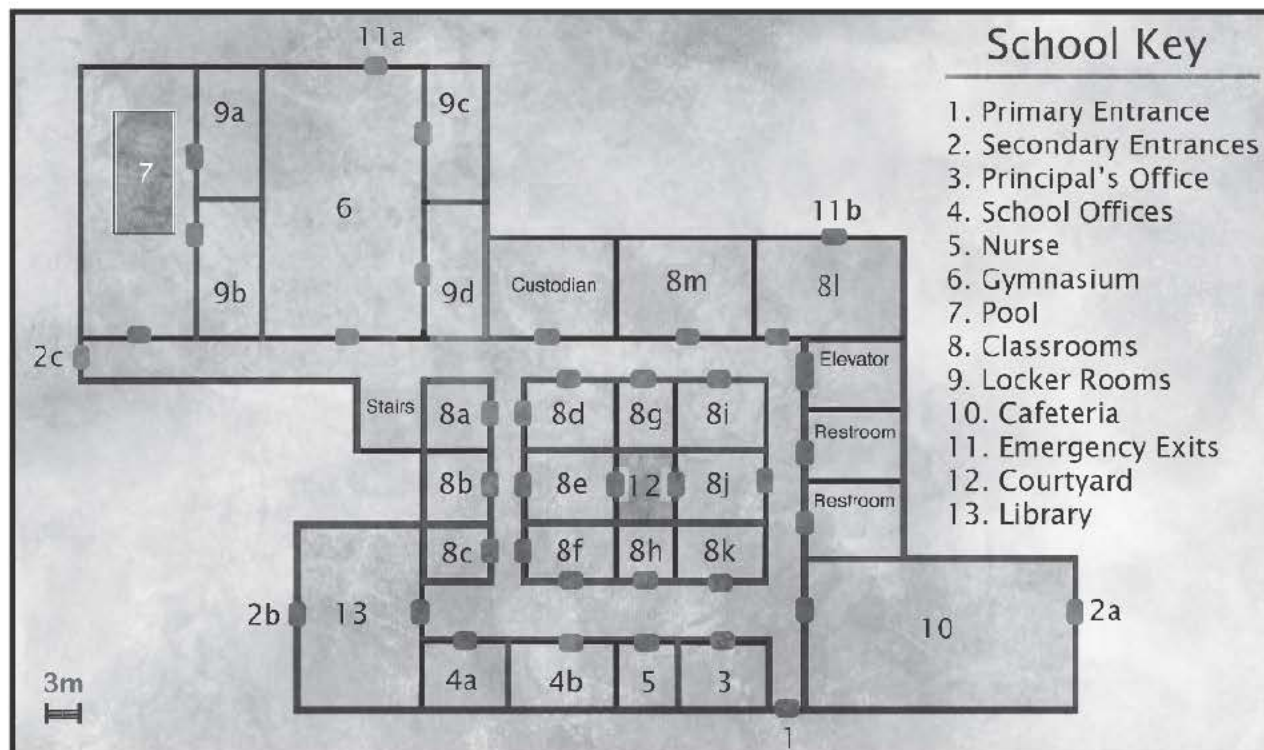
## Don't Miss ...

This typical, suburban high school is built on a mostly square plan, its classrooms and offices surrounding a central landscaped courtyard used as an outdoor retreat for certain classes. Parents and other visitors use the building's main entrance more often than the students, who prefer to use secondary entrances conveniently located near bus drop-off zones and the student/employee parking lot.

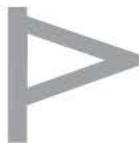
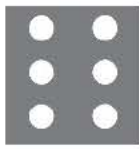
This campus includes 12 to 14 classrooms on each of three floors (two floors were added just before the crush of baby-boomers in the district grew to high school age). A staircase connects the levels for most students, while an elevator facilitates temporarily/permanently handicapped stu-

dents and teachers access to the upper floors. A set of restrooms are scattered on each floor. Two lab classrooms, equipped for both physics and chemistry classes, can be found on the second floor. The teacher's lounge, which includes private restroom facilities, is located on the third floor. Office space for the school principal, school nurse, and other administrative personnel, is situated next to the main entrance. There are additional offices for each department on the second and third floor. The school custodian occupies a small office and storeroom over the school power plant (which is in the basement), next to the gymnasium.

The school gymnasium, attached to one corner of the school, has student locker rooms with showers and restroom facilities. The gym's large equipment lockers hold various sports-related equipment, and its foldout bleachers serve the building's secondary purpose of hosting sporting events, school assemblies, student plays, and other functions. Next to the gymnasium is a large indoor pool with diving board and separate student locker room and shower facilities. The school lunchroom, located on the opposite side of the building, has a







full-facility kitchen, spacious storeroom, and seating for 400 students. The two-story school library, attached to another end of the building, has its own internal staircase. Extensive duct work and steam tunnels, holdovers from the days of coal and oil-derived power, crisscross the entire building; anyone knowledgeable in their layout can use them to gain quick, discreet access to any room in the school.

## Things to See

- ✦ Wood or plastic-and-metal desks
- ✦ Wood or plastic and metal straightback chairs
- ✦ School supplies (pens, pencils, erasers, pencil sharpener, notebooks, notepaper, tape in a small dispenser, glue sticks, etc.)
- ✦ Inspirational or informative posters
- ✦ Black chalkboard with chalk
- ✦ White, laminated wipe-off board with suitable markers
- ✦ Desktop personal computers
- ✦ Typewriters
- ✦ Art supplies (paints, paintbrushes, drawing paper, colored chalk, oil crayons, etc.)
- ✦ Shop tools and supplies (saws, hammers, nails, sandpaper, screwdriver, screws, wood pieces, thin metal pieces, etc.)
- ✦ Band instruments (clarinet, flute, trombone, trumpet, tuba, cymbals, drums and sticks, etc.)

## People to Meet

School officials and teachers have 2D in each attribute, with perhaps 3D in *Knowledge*, *Perception*, or *Physique*. Teachers have 3D in *artist*, *business*, *scholar*, or *tech* specializations related to their primary teaching subject. Students' attributes typically range from 1D to 2D with a pip in a few skills, and students at higher levels of education or active in extracurricular activities may have more dice in relevant skill specializations. (For game characteristics for a child, see the "Apartment" entry in this book.)

**Teacher:** Reflexes 2D, Coordination 2D, Physique 2D, Knowledge 3D, business 3D+1, scholar 4D, tech 4D, Perception 2D+2, artist 3D,

investigation 4D, know-how 3D: teaching +1D, repair 3D, Presence 2D, command 2D+2, persuasion 2D+2, willpower 2D+2. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 8/*Wound levels:* 2.

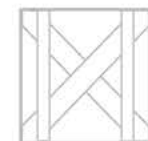
## Things to Do

✦ Mark Speizer is a scam-artist who makes his living defrauding grief-stricken mourners by faking a talent for "communication" with the dead. Or at least he used to... Mark's life changed one year ago while making an episode of his television show, *Convergences*. He was hamming it up as he often did in front of live studio audiences — rolling his eyes back in his head, mumbling strange words, trembling like a leaf in a strong wind, and beseeching the spirits to answer him — but this time, one **did**. When Mark awoke hours later in a hospital room, he thought he had crossed that line in show business that a good fakir never crosses (namely, starting to believe your own scam). But not only was the voice still there, it wanted to teach him a secret that had long lain hidden — the secret of raising and commanding the dead. Mark doubted his sanity at first, but the voice offered him a gift, a taste of pure life essence that filled him with power. The voice promised he would enjoy such pleasures forever, if only he did as the voice commanded. It was too much for Mark to resist. Fast-forward to today. Mark is no longer a famous television psychic. Instead he stands at the head of a very special army of unfeeling soldiers...

The players' characters are transporting a priceless Sumerian artifact (recovered from international black market traffickers — or any other similarly mystical item from their last adventure) when their vehicle breaks down, stranding them after dark (but not too late) near a high school. Eerily, the roads are empty, no pedestrians walk the streets, and no cell phone can raise a signal — it's as if the whole world has gone still, except for a lone night bird circling and calling high overhead. Suddenly, figures step out of the darkness and begin walking toward the characters, growing in number with each step, eventually coming into view under a nearby street light. At this point, even the most unintelligent player's character recognizes the pedestrians for







what they are — Zombies. If the characters move or make any sounds at all, the corpses sprint toward them, forcing them to retreat to the high school and bar the doors. Fortunately at least one of the players' characters has read the *Zombie Survival Guide*, fortuitously written and published after the turn of the millennium by Max Brooks for under US\$15 (ISBN 1-4000-4962-8; available at better retailers), so they know a good place to hide when they see one.

Trouble is, these Zombies don't need to eat brains (although they would eat flesh if they got close enough to bite the person). The dark magicks that animate these Zombies allow them to drain life energy from any person within three meters and channel this resultant miasma to Mark Speizer, making him stronger. (Mark has Life Drain: Physical Attributes (R1), Zombie servant must be near target, with Extended Range (R1), three meters, Additional Effect (R6), when all of target's physical attributes are zero, target turns into a Zombie controlled by Mark, Ability Loss (R3), cannot personally use Life Drain unless there are no Zombies left, Burn-out (R1), the gift might leave.) Observant players' characters might eventually draw a connection between the priceless artifact and the Zombies. Does the artifact possess any real powers? The answer remains to be seen...

## Secret Headquarters

Some organizations and individuals can operate openly, like the police, licensed private detectives, or a law firm. But others must conceal their identity and operations, for whatever reasons. And those who need concealment need a place where they can do their work in secret, without anyone suspecting. That requires a secret headquarters.

A secret headquarters gives the characters a place where they can meet and openly discuss matters,

without fear of being seen or overheard. It also gives them a place to train in secret and to store their files and equipment. On the other hand, it provides the same benefits for their enemies, and locating a foe's secret headquarters can be next to impossible, especially if the foe is clever and chose his location carefully. Stumbling across someone's headquarters can also lead to interesting games, as the characters try to figure out whose headquarters this is and what they use it for — and perhaps try to shut it down or claim it for their own.

Technically, a secret headquarters can be any place where characters meet secretly. That would include something as simple as a college dorm room or the stairway of a high school. But more commonly, secret headquarters refer to places a little more advanced and more specialized, locations that have been outfitted to function as a base of operations rather than locations chosen on the spur of the moment or used as-is.

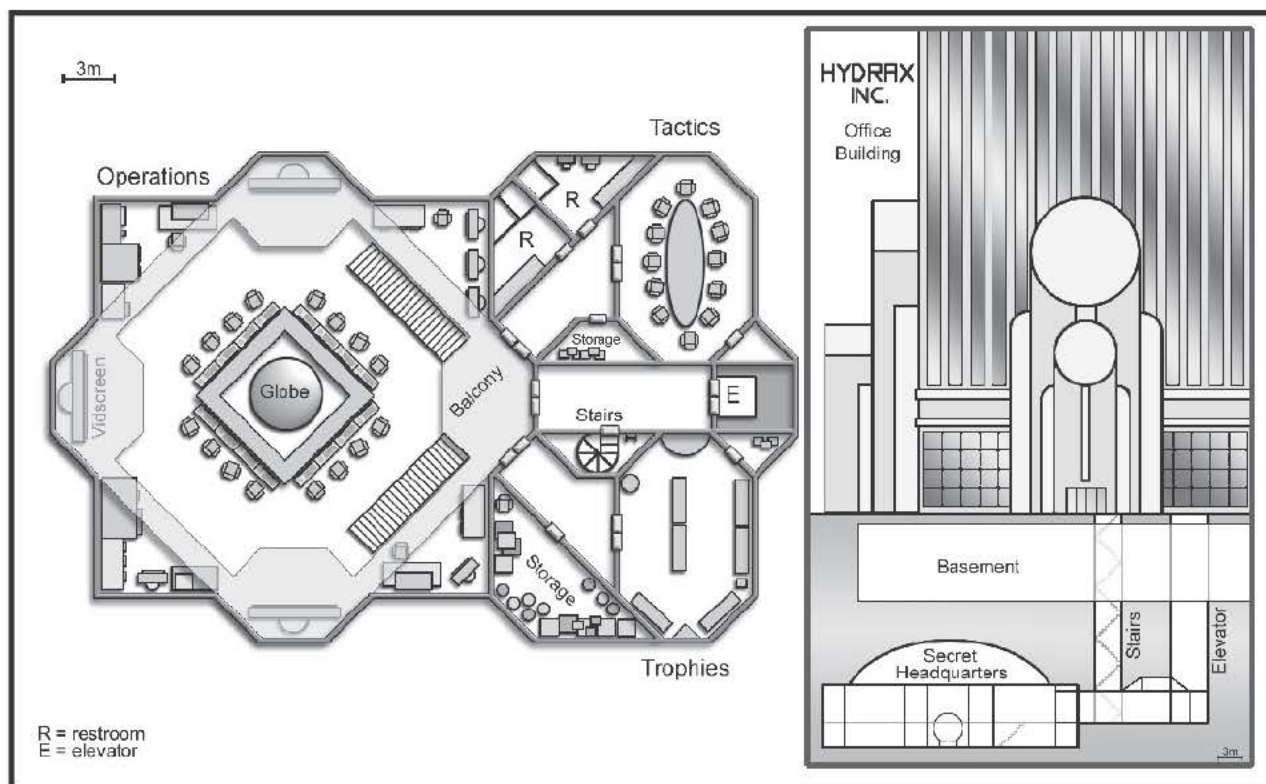
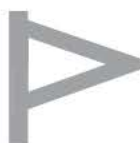
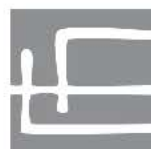
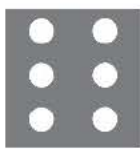
The most important feature for a secret headquarters is location. It could be built in heart of a large city, on the city outskirts, or well beyond city limits. It might be beneath the streets, high above them, or on ground level.

For example, normal office in a quiet office building can be an effective secret headquarters if no one knows what business owns the office, or

what work is done there, and if the office's occupants have some way of entering and exiting the office (and, preferably, the building) unseen. Some secret headquarters use high-tech entry methods, like sliding floor panels and special-access elevators. Others concentrate on misdirection, like a door

concealed behind a wall hanging or even a small "Out of Order" sign hanging on a bathroom door. The methods will vary based upon the headquarters's location, its budget, and the interests and skills of its users. Of course, the headquarters of a trio of cutting-edge scientists and metalsmiths will have elaborate mechanical entrances, but the headquarters of a group of fighting monks will be simpler and have a more meditative, even mystical, entry.





Every secret headquarters has a strategy room, meeting chamber, tactics area, or war room where the headquarter's occupants meet to discuss current events and plan out their next moves. This space usually has a map of whatever area the occupants have claimed as their own, and often more detailed maps of particular regions. Of course, a table and chairs are also necessary here.

The second area common to every secret headquarters is the archive. This can be a single computer, a row of filing cabinets, or an older bank of computer hard drives. Here, the occupants store all of their knowledge about the area and its inhabitants. These files are consulted whenever the headquarters' occupants make their plans, and they are updated whenever new information appears.

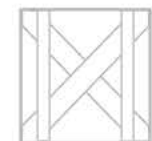
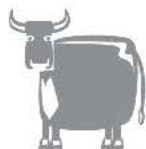
Most secret headquarters also have an equipment room, storeroom, or armory. This houses all of the occupants' tools, which can vary depending upon their activities. In some cases, this holds the characters' costumes and weapons. In others, it may store mundane office supplies. In still others, it contains the mystic potion that grants the monks their supernatural strength and speed.

Some secret headquarters have room for vehicles, as appropriate for its location. Something on the shore of a large body of water (perhaps concealed in a warehouse on a dock) could appropriately have a hidden boat launch. A headquarters that takes up the top floors of an office building or exists as a mansion in the country could have a hidden landing pad or aircraft hangar. A team that relies on cars and motorcycles could have a tube train below street level that zips members to a distant garage.

Access is another concern for the secret headquarters. Those who need to get in could open a trap door hidden in shrubbery, take a private elevator, go down a locked flight of stairs, step into the last stall in the bathroom, slide down a fireman's pole, or punch in the proper code on a lock outside an unmarked door (or even some combination thereof!).

Finally, most secret headquarters have some sort of security system. Every headquarters needs some way to know when anyone is approaching and a way to tell if that person is an occupant or an interloper. This system ranges from a string tied across the hallway to a small video camera stuck in the





corner of the elevator to an elaborate heat-detection system covering the entire area in and around the headquarter's location.

The interior decorating of the headquarters depends on its occupants attitudes. Some may like bright and modern, while others prefer dark and gothic. Some might prefer a sterile look, and others might want the floors and walls retain some sign of their origins, like the rough curves of a large cave.

Since most secret headquarters belong to either villains or crimefighters, the occupants are usually skilled combatants, whether they are super heroes, secret agents, or monks. Larger secret headquarters can also employ clerks, scientists, and even accountants.

## Don't Miss ...

The Covert Action Squad (CAS; see their testing area in the "Weapons Trial Area" entry) is a little-known division of the FBI that specializes in counterespionage, search and rescue, antiterrorism, and hostage retrieval. CAS agents are listed as working for the FBI's accounting department, and their real activities are carefully concealed because they do not use strictly legal methods or equipment.

The CAS headquarters is an impressive complex 20 meters below the Roxcon Corp. office building. Roxcon has no idea that this sub-basement exists and has never heard of the CAS. CAS agents are given a cover identity as employees of one of Roxcon's subsidiaries, which has an office on the eleventh floor. Access to the headquarters itself is through one of the building's elevators — a concealed button can be pushed, and if the individual's thumb print matches a registered agent, the car descends to the sub-basement level. Roxcon's own security shows the car arriving at the eleventh floor instead, and their security cameras see a prerecorded tape of the individual or individuals entering the subsidiary's offices. The headquarters also can be reached by a set of stairs, which are entered through an old-fashioned phone booth with tinted windows in the Roxcon main lobby, after dialing "119" on the phone there.

The headquarters itself has an operations room, a tactics room, an archive, a surveillance center, sev-

eral offices, and an armory. The operations room, which is the main portion of the headquarters, holds several desks with cutting-edge computer equipment and phone relays, and the staff here handles messages, relays, and any other communications about ongoing missions.

The tactics room is a large meeting space, with a single long table surrounded by chairs. The back wall of this room is a projection screen, so that images and information can be displayed quickly, and a intercom phone sits at the center of the table so that the room's occupants can conference with agents in the field.

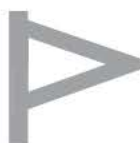
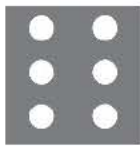
The archive is a small room with a single desk at its center, and a single self-contained computer connected to a printer on the desk. Optical drive backups of every CAS mission and any other information the CAS has gathered are housed in small drawers built into the room's walls.

The surveillance center contains more computers, phone systems, and security monitors, and the staff here tracks everyone entering and exiting Roxcon and its surroundings. They handle the fake security footage that Roxcon sees, as well as activating the elevator and stairway entrances, and they trigger intruder countermeasures, including sleep-inducing gas and electrified floors, when necessary.

The offices are used by CAS operational directors, and can double as sick rooms or temporary bedrooms when necessary. The armory holds weapons, bulletproof vests, and other necessary gear — each CAS agent has a registered firearm, but any additional equipment is checked out from this room.

Some effort has been made to create a friendly working environment here. The headquarters has pictures of city landmarks and award plaques hanging on many of its walls. The floor is rubber with raised circles for better traction while the lighting is recessed and indirect. Furniture is efficient but comfortable, and the tactics room has wood paneling and plush meeting room chairs. In the offices, fake windows show views from the subsidiary offices upstairs, courtesy of small cameras outside the real windows. The back corner of the operations room has a microwave, a sink, and a small fridge, so that agents can bring something to eat during the long working hours. Restrooms, with showers, are off the operations room as well.





## Things to See

✦ Metal-and-wood awards from various grateful governments, companies, and community organizations

✦ Uniforms for the group, as well as disguises used for infiltrating other organizations

✦ Comfortable, plush lounging chairs

✦ Folding cots with sleeping mats, pillows, bed linen, and blankets

✦ Pens and paper or personal digital assistants

✦ Protective gear (helmets, bulletproof vests, arm and leg guards, etc.; see page 114 of the *D6 Adventure Rulebook* for ideas)

✦ Weapons (handguns, rifles, concealable knives, etc. — see pages 115–119 of the *D6 Adventure Rulebook* for some possibilities)

✦ Surveillance equipment (tiny microphones, bugging devices, tracking devices, signal locators, small electronic binoculars, etc.)

✦ *For more ideas, see the “Apartment,” “Laboratory,” “Office,” and “Warehouse” entries, as appropriate for the rooms included in the secret headquarters*

## People to Meet

Depending upon their size, the number of occupants, and the overall purpose, secret headquarters can have security guards, soldiers, scientists, clerks, techies, field agents, and operational directors. For scientists, security guards, and soldiers, see pages 126–127 of the *D6 Adventure Rulebook*. Techies have 3D in *Perception*, +1D in *security* and *tech*, and pips in *search* and *tracking*. Clerks have at least +1D in *business* and +1 in *tech: computers*. Operational directors have at least 3D in *Perception* and *Presence*, with pips in *command*, *intimidation*, and *investigation*.

**Field Agent:** Reflexes 2D, brawling 3D+2, climbing 3D, dodge 3D, melee combat 3D, sneak 3D, Coordination 2D, marksmanship 3D+2, piloting 2D+2, throwing 2D+2, Physique 2D, lifting 3D, running 3D, swimming 2D+2, Knowledge 2D, medicine: first aid 2D+2, scholar 2D+1: criminology 4D, tech:

computers 3D, security 3D, Perception 2D, hide 2D+2, investigation 3D, search 3D, streetwise 3D, tracking 3D, Presence 2D, disguise 2D+1, intimidation 3D, persuasion 2D+2, willpower 3D. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 14/*Wound levels:* 2. *Advantages:* Authority: Law Enforcement (R3); Equipment (R2), employer’s resources; Patron (R2), employer. *Disadvantages:* Employed (R1); Enemy (R2), employer’s enemies.

## Things to Do

✦ The characters have been summoned for an interview. If they pass, they may be hired on by the organization, which means they would get to work in the headquarters themselves. Even to be invited down for an interview is an honor and shows they’ve already passed the first round of tests. But what lies in store for them now?

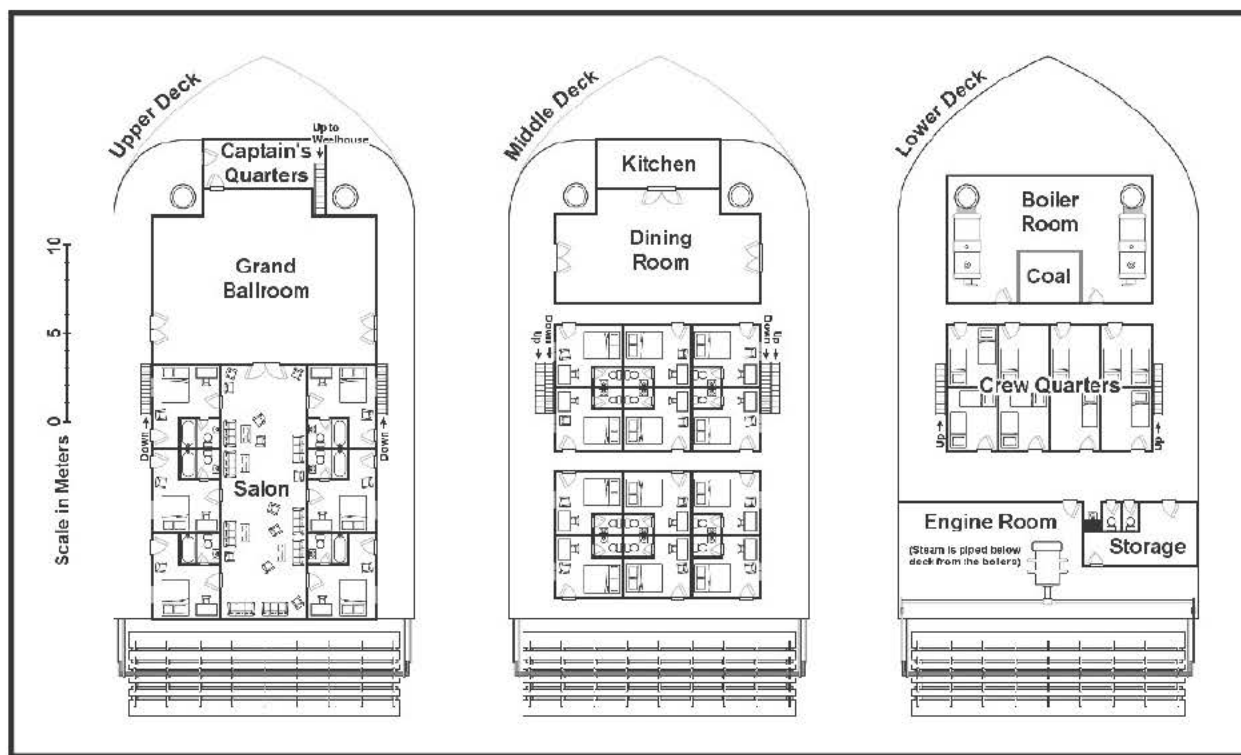
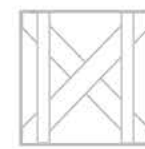
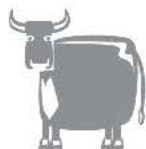
✦ The criminals’ attacks are becoming more vicious, more frequent, and more powerful. If they are not stopped soon, the entire city will erupt into chaos, and many lives will be lost. The only problem is — no one knows where to find these crooks. They appear without warning and vanish again just as suddenly. Clearly they have a headquarters here, but it must be very well-hidden. The characters have to find it — and quickly.

✦ The characters have been given the job of forming a new unit. They are to operate within city limits only and to avoid notice, even by other authorities. That means they’ll need a headquarters that’s easily accessible but well-hidden. The department has provided the funds, but they’ve left everything else up to the characters.

## Showboat

Nothing says Old World decadence like a showboat. These are not the luxury liners of today, but the slow, stately paddleboats of the previous century that meandered up and down the Mississippi





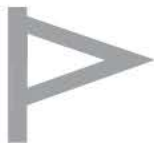
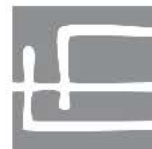
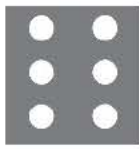
and other large rivers. Men and women who can afford the steep prices travel down the Mississippi on these elegant vessels, drinking, dining, and sometimes gambling in the well-appointed salon and the impressive grand ballroom. Less affluent travelers buy economy tickets, which lets them take the riverboat but does not give them access to its top deck. Of course, where the rich and powerful gather, those who would prey upon them also appear, and showboats are a favorite haunt of showgirls, musicians, con artists, and the famous riverboat gambler. But the fact that these people are out to steal from, swindle, or seduce the rich only makes the journey more exciting.

The classic showboat is a paddle-wheel riverboat. These large, flat-bottomed boats are designed to move smoothly along rivers, and they are made for stability rather than speed. Furthermore, since only the rich can afford first-class tickets, showboats are designed with the rich in mind. Their cabins are handsomely appointed and spacious, more like elegant hotel rooms that just happen to be on board a ship. The ballroom is as grand as any hotel's, and the salon as elegant as any opera house's. The food is excellent, and showboats compete in hiring the

best chefs available. They also provide live entertainment, which ranges from musicians to dancers to actors. In the salon, a variety of games are available, the most popular being poker for the men and bridge or whist for the women. Some showboats hire professional dealers for these games, while others provide tables, cards, and chips and leave the rest to their guests.

Most showboat guests care little for the world passing by on either bank. They are far more interested in the world within the riverboat, particularly their fellow passengers. Showboat passengers love to gossip among their own class, and look down upon their inferiors or envy their superiors. Many take a showboat as a form of vacation, traveling with close friends and spending all their time in the ballroom and the salon or walking along the upper deck. Economy passengers, on the other hand, take the showboat because it's faster than walking to their destination, and a little more stylish, and also because they hope to get the chance to rub elbows with their wealthy fellow passengers. This rarely happens, however, since the ship's crew is careful to keep the economy passengers and the first-class passengers separate.





A showboat is a fascinating setting and great opportunity. Mysteries often occur on showboats — after all, people from different classes, some tossing money about and others envying that luxury, are bottled up on a ship with nowhere to go and plenty of free time to brood or plot. Showboats also offer interesting plot developments, particularly for young performers who hope to win wealthy patrons, or for travelers to be forced together with old enemies or old former friends.

## Don't Miss ...

The *River Queen* is a standard showboat, though of course her owners claim she is grander than all the rest. She is a large, flat-bottomed boat with three decks. The lower deck contains a mix of crew cabins and work areas, including the engine room. The middle deck holds economy-class guest cabins. The upper deck has the more expensive first-class guest cabins, the captain's rooms, the salon, and the grand ballroom. Deck chairs and small tables are placed around the balconies of each deck, and small lifeboats hang from the roofs of the balconies. Above the upper deck is the wheelhouse, a small room with windows on all side, and the large pilot's wheel at its center. Speaking tubes connect the wheelhouse to the engine room, the kitchens, and other areas of the ship. Two massive smokestacks stick up high above the wheelhouse, on either side of it and slightly before it. The rear of the ship has a massive paddlewheel, as wide as the boat itself and slightly taller, and it is this wheel that moves the ship along.

## Things to See

- ✦ Wooden deck chairs painted white
- ✦ Wooden tables, covered by fine white linen, and chairs for dining
- ✦ Crystal chandeliers
- ✦ Real, green tropical plants, a meter or more tall, in ornate metal pots
- ✦ Musical instruments (trumpet, trombone, guitar, piano, fiddle, bass cello, drums and sticks, cymbals, etc.)

- ✦ Heavy drapes
- ✦ For additional ideas, see the "Casino" and "Restaurant" entries

## People to Meet

Showboats have at least one riverboat pilot, a captain, boatmen, cooks, waiters and waitresses, maids, card dealers, musicians, and sometimes other performers. Riverboat pilots have at least 3D in *Perception* and *Reflexes*, with pips in *piloting: boats*, *swimming*, *navigation*, and *search*. Captains have pips in *charm* and *Command* (as well as the same skills as a pilot) and at least 2D in *Presence*. Boatmen have at least 3D in *Reflexes*, with pips in *brawling*, *climbing*, and *swimming*. Cooks have at least 3D in *scholar: cooking* and *know-how: cooking*. Serving and cleaning staff do not have any particular skills or attributes. Card dealers have at least 3D in *Coordination* and *Perception*, with pips in *slight of hand*, *gambling*, and *con*.

**Musician:** *Reflexes* 2D, *Coordination* 2D, *Physique* 2D, *lifting* 2D+1, *Knowledge* 2D, *business* 2D+1, *scholar: music* 4D, *Perception* 3D, *artist: musical composition* 4D, *streetwise* 3D+1, *Presence* 3D, *charm* 4D, *persuasion* 3D+1. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 8/*Wound levels:* 2.

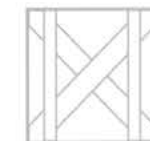
## Things to Do

✦ The National Poker Tournament is about to begin! As always, it is being held on the *River Queen*, the grandest of all paddlewheel riverboats. This year, one of the player's characters has been invited to play! Which is strange, considering that person isn't really that good of a poker player. ...

✦ The characters have been hired on as security on this, the ancient riverboat's last voyage. It is sailing back down the Mississippi, and then it will become a floating museum permanently moored in New Orleans' harbor. But why would the owners feel they needed extra security? What is there about this venerable boat that could need protecting?

✦ The *Dutchess*, the first of the three-story riverboats, has just opened for business. Everyone





wants to take the tour of this impressive new ship. But the owner is a little worried. He's sunk a lot of money into the *Dutchess* — if anything happens to her, he'll be ruined. And some people might prefer that. So he's asked the players' characters to keep their eyes open for any trouble.

## Stadium

Stadiums are fascinating places, particularly for people-watching. Often people go to a sporting event less to watch the event itself than to watch the other spectators. Young and old, rich and barely scraping by, families and loners: all sorts go to stadiums. Of course, the groups do segregate themselves, which is also interesting to watch — the rich buy box seats or front-row season tickets, while the working-class get seats up in the nosebleed section. Groups of college students or other young adults cluster together, usually in the cheap seats, while more elderly attendees huddle together in the back where they don't have to walk far to their seats. Families often go with other families, creating a single large mass, while loners find seats by themselves and sit curled up to avoid attracting attention.

Stadiums are also interesting because they showcase athletic ability. People pay to watch baseball, basketball, football, or any other sport, to see the athletes handling themselves with speed, strength, and grace. Most sports are competitive, and some attendees get into that aspect, rooting for their teams and shouting insults at their rivals. Others use the event as a chance to get out of the house, either alone or with others, and to distract themselves from regular concerns. Likewise some people bet on sporting events and watch each game tensely, hoping to make money off a particular team's success or failure.

Stadiums follow the same basic shape, regardless of their size or the sport (or sports) they feature. Every stadium has a rounded rectangular or squashed oval floor plan, with the arena at the center. The arena is easily the largest space in the stadium, and around it on all sides are the seats, which

recede as they rise, so that the highest seats are also the farthest away. In many stadiums some of the lower seats are boxed off for special groups — often a set of small rooms sits just below the highest group of seats, and these rooms have fancier accommodations, including comfortable couches, private restrooms, and fully stocked bars.

Most stadiums have several gates or doors at ground level, each one leading to elevators, escalators, ramps, or a combination of the three. Since

## Sports and Their Skills

The following is a selection of sporting activities and the suggested skills used by their players. Gamemasters should require that the character has *scholar: (specific sport)* in order to properly use the skills required by that sport. Otherwise, the character either takes a difficulty modifier or must use *know-how* (if she has it) as a complimentary multi-action attempt with a Moderate to Difficult *know-how* difficulty to figure out what to do next.

✦ **Baseball:** acrobatics (sliding), running, melee combat (batting), throwing (throwing, catching)

✦ **Basketball:** jumping, running, throwing (passing, shooting or dunking a basket); *also useful:* dodge

✦ **Bowling:** throwing

✦ **Boxing:** brawling, dodge

✦ **Football:** brawling (tackling, blocking), running, throwing (passing, kicking, catching); *also useful:* acrobatics, dodge, jumping, lifting

✦ **Golf:** melee combat

✦ **Hockey:** acrobatics (skating), brawling, melee combat (catching and passing the puck)

✦ **Lacrosse:** running, missile weapons (for catching and throwing the ball); *also useful:* dodge

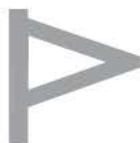
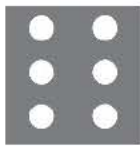
✦ **Polo:** melee combat, riding

✦ **Soccer:** running, throwing (kicking, headbutting; goalie — for catching the ball)

✦ **Tennis:** running, melee combat

✦ **Volleyball:** throwing; *also useful:* acrobatics





stadiums are designed to hold large numbers of people, they have to handle large numbers entering and exiting all at once, and having so many different access points helps distribute the people more evenly.

Another feature of every stadium is the players areas. In most cases, these are rooms containing rows of lockers, divided by benches, plus showers and lavatory facilities, but sometimes they contain only a bench and a small restroom, particularly in smaller stadiums. Nonetheless, every stadium has some place for the participants to go before and after the event, and these places are close to the arena and have direct access to it.

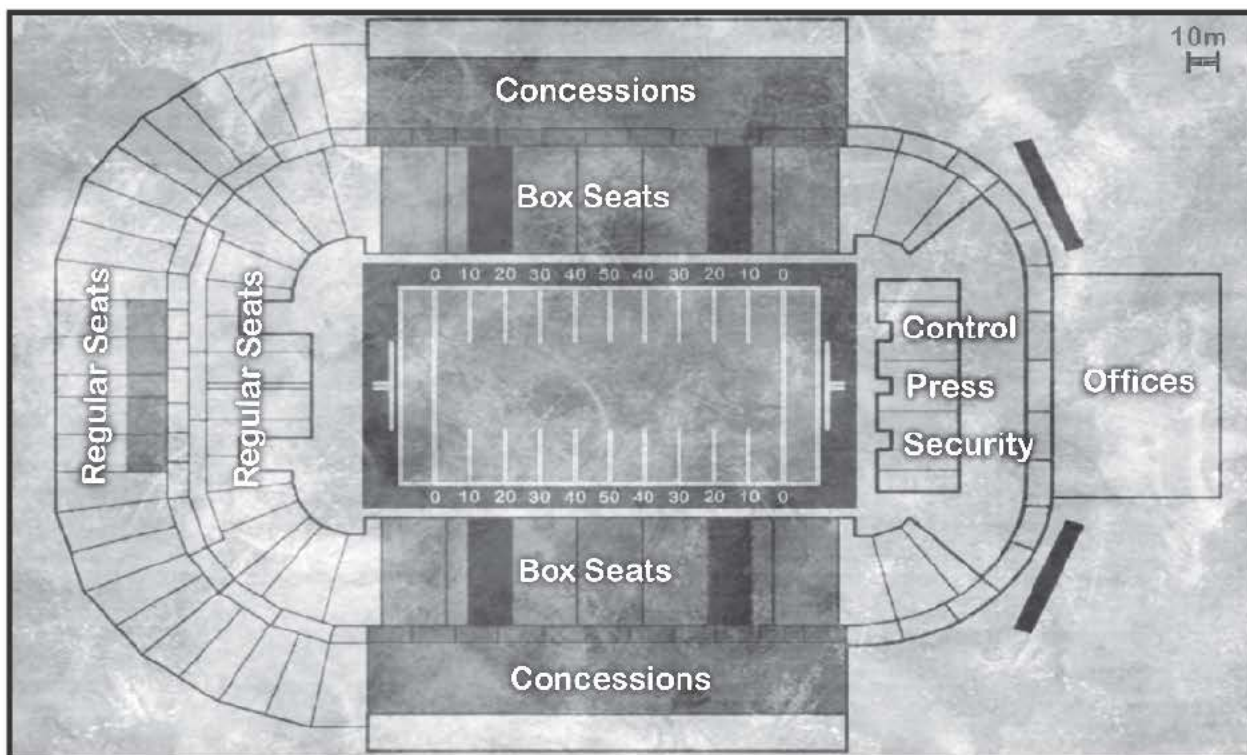
There are an open-air stadiums (primarily for football, soccer, and baseball) and covered ones (for any kind of sport). If it has a field, it might real grass or artificial. If it's more suited for indoor sports, often basketball, indoor soccer, and hockey can use the same arena simply by covering the court with appropriate material.

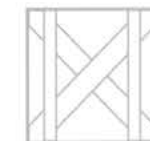
Lights flooding the field with illumination are expensive additions to the stadium, but they can extend the time in which the structure can be used by several hours.

Stadiums are excellent places to hold a clandestine deal or meeting, since with that many people around, it's easy to conduct business unnoticed, and it's easy to disappear into the crowd. At the same time, stadiums are also ideal targets because so many people are gathered in one place for several hours at a time.

## Don't Miss ...

The Sunburst Stadium is a typical large minor-league open-air stadium and focuses on the Sunbirds football team. The stadium is a large oval structure, with the field dominating at the center. Around that are the seats, with various stairs and elevators providing access to them. Beyond the seats are the hallways, which include several rooms and spaces for concession stands and souvenir shops. Information desks are spaced out around the stadium, as are security checkpoints. On the first floor are the ticket counters (near each entrance), the manager's office, and the main security office. Locker rooms are situated under the seats, just off of the field itself.





## Things to See

✦ Sports equipment (as appropriate for the sport being played — baseballs, baseball bats, basketballs, soccer balls, footballs, protective gear, etc.)

✦ Waxed paper cups bearing the logo of the main soda pop being served

✦ Red hot dogs, topped with ketchup and mustard, in lightly browned buns on white paper holders

✦ Red plastic baskets lined with paper and filled with crispy fried potato strips or rings

✦ Clear plastic bags of lightly colored cotton candy

✦ Souvenirs bearing the logo (and/or the mascot) of the teams playing, as well as the other teams in the league (stiff cloth-like pennants on wooden or plastic sticks; small helmets; shirts; mugs; pencils; postcards; event books; seat cushions; plastic water bottles; etc.)

✦ Handheld radios used by spectators to better understand what's happening on the field

✦ Black binoculars

## People to Meet

Most stadiums have ticket-takers, booth attendants, concessions, grounds crew, maintenance workers, security, and the manager — in addition to the athletes and their team assistants and managers. Everyone should have average attributes of 2D, with at least one pip in *scholar: sports*, and everyone except security has +1 in *business*. The concession workers have +2 or more in *charm* or *persuasion*, and the manager has 3D in *business*. Security has +1D in *melee combat*, *marksmanship*, *search*, and *tracking*.

**Athlete:** Reflexes 2D, acrobatics 2D+1, brawling 2D+2, dodge 2D+2, jumping 2D+2, melee combat 2D+2, Coordination 2D, throwing 2D+2, Physique 2D, lifting 2D+2, running 2D+2, swimming 2D+2, Knowledge 1D+2, scholar: baseball 3D, scholar: basketball 3D, scholar: football 3D, Perception 2D, search 2D+1, Presence 2D, charm 2D+1, willpower 2D+1. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 12/*Wound levels:* 2.

## Things to Do

✦ The big game is this weekend, and the players' character have great seats. But then they hear a rumor that the game might be cancelled, because the stadium might be shut down. What's going on? The stadium's been doing great business — every game has been packed — so why would it be closing? The characters can't let this happen — nothing can stand in the way of this weekend's game!

✦ A major drug deal is going down this weekend. The players' characters know where and when it'll take place. The problem is, you don't know who's involved — both sides have large organizations and could send almost anyone. The meet is taking place at the stadium, during a game. It's perfect cover. With so many people around, how can the characters possibly keep an eye on everything, much less figure out who the dealer is and get there in time to stop the deal from taking place?

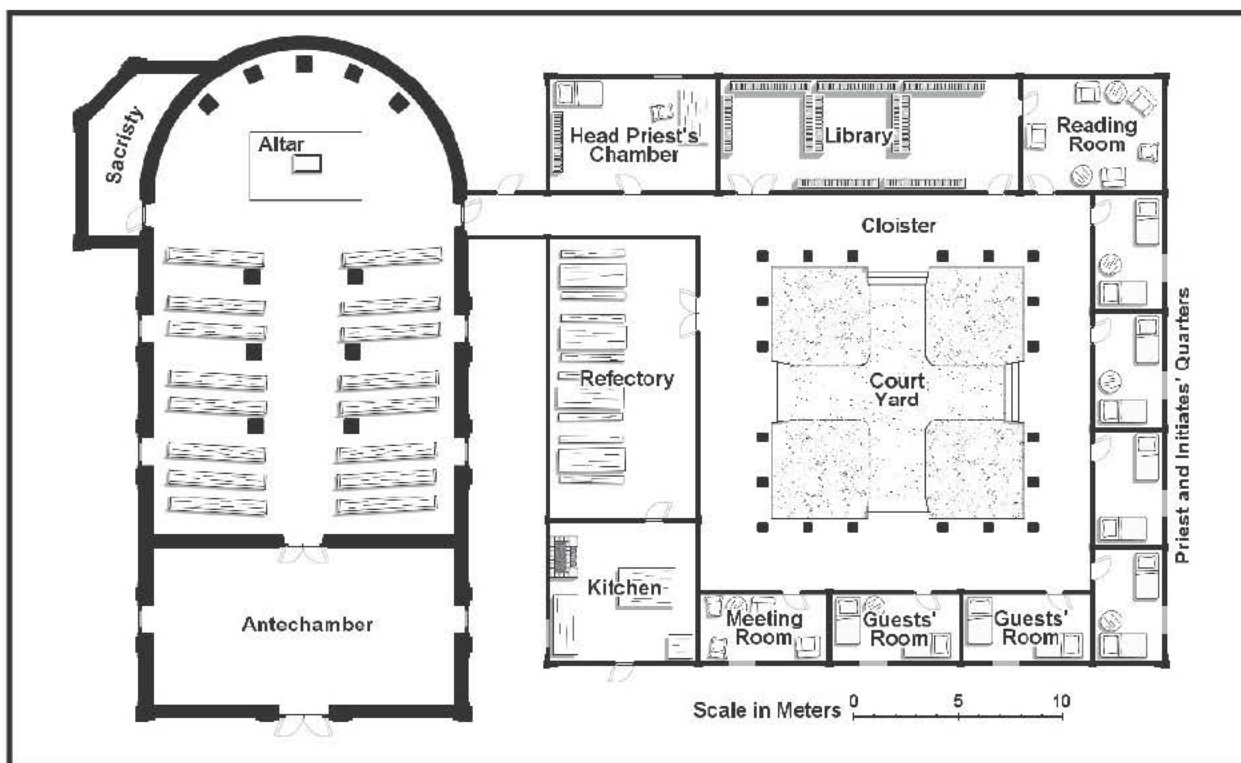
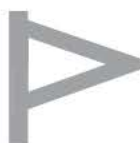
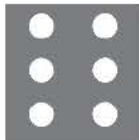
✦ A madman has taken control of the stadium. He has a bomb strapped to his chest, and threatens to detonate it if anyone interferes — and it looks like the bomb may be powerful enough to level the entire stadium and kill everyone inside! But the players' character can't just let him get away with this, especially since there's no guarantee he won't snap and detonate it anyway. The characters have to get in there and rescue all those people.

## Temple

Few places are as evocative as a temple, particularly an ancient one. Whether large or small, ornate or spartan, these timeworn edifices are monuments to religion, faith, and dedication. Temples can be a refuge for the hunted and the lost, and a bastion against tyranny. But they can also be the source of tyranny, the headquarters of a religion determined to conquer and rule.

Adventurers and scholars often seek out ancient temples, for a variety of reasons. First, these temples



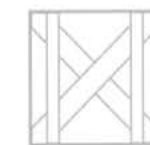


can reveal a great deal about their former (and current) occupants. When dealing with a lost religion, that faith's last temple might be the only source of real knowledge about their beliefs and practices. Second, ancient temples were often the warehouse for knowledge in their area, either because the priests actively gathered information or because it was the only place people could safely store such knowledge. If an ancient sickness is sweeping a continent, and the last known outbreak occurred in an area dominated by a particular religion, the temples of that religion might have information about the illness, including possible cures — or how to produce the illness upon command. Finally, temples were the center of faith and religious devotion, and in many cultures that meant that worshippers lavished money upon the temple to demonstrate their piety. Some ancient temples are filled with treasures, including holy artifacts. These could be worth a fortune in the modern world, as much for their history as for their materials.

Temples vary widely in size and shape, but each shares certain features. The most important and largest area in the temple is the worship chamber, and it

is dedicated to worship of the faith's major deity or deities. This layout of the room focuses on an idol, image, or some representation of the deity. The representation could be an abstract one, like a simple stretch of white sand, but there is always something the worshipper can use as a focal point. Most often these rooms contain benches, pews, mats, or cushions, somewhere for worshippers to sit or kneel while praying, and an area set aside for the actual priests, like a raised platform or a screened corner. Since priests tend to live and work at the temple all the time, most temples also contain dormitories of some sort, whether a single large room with bunkbeds along the walls or a series of small bedchambers. Kitchens and dining halls are also common, as are lecture or meditation rooms where the priests can study and offices for those in charge.

Depending upon the age of the temple, and whether it is still actively in use, you are most likely to encounter priests, worshippers, or scholars while wandering the site. Even if the temple is no longer active, priests may still keep watch to prevent looting, and worshippers may visit the ruins to pay their respects. Scholars, particularly archaeologists



and anthropologists, cluster around ruins and other former temples.

Ancient temples represent not only faith but also mystery, particularly if their religion is no longer active or well-known. The temple can provide clues to some ancient riddle, or treasures from a lost world, or an entry into a long-forgotten civilization. They can be the goal in a long quest, or the stepping-off point for a new adventure.

Temples can have almost as many variables as there ways of worshiping. The temple can be still in use, no longer active, long since abandoned, or in ruins. It can be very visible, largely hidden, or completely lost. Its architecture can match a known culture, like the Aztecs, or it can be completely unique and even a bit alien. It might be large and solid, almost a fortress, or small and humble, or open and designed to blend with its surroundings. Inside, the trappings can be rich and heavily ornamented, extremely plain, or well-crafted but simple. It may be the temple to a major religion, or to an ancient and forgotten god. The priests can be kindly old men, arrogant young fanatics, or sensuous women. The temple can be set almost anywhere, from the middle of the desert to deep in a jungle to the heart of a large city.

## Introducing Temples

When introducing an ancient temple, the trick is to know its history. What religion created this temple, and when? Who was it dedicated to? What were the goals of the priests? How did they relate to the people nearby — did everyone worship at this temple, did the priests dominate the locals, or did they hide their presence and refuse visitors? What treasures were here, and which ones still remain? If the temple is no longer in active use, when did the priests leave and why? And was it only the priests who left, or did the temple's gods abandon it as well? Knowing all of these details can help the gamemaster decide which clues to leave for the players, and make the temple an interesting location that fits well in the campaign.

## Don't Miss ...

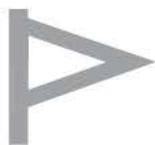
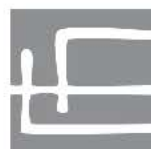
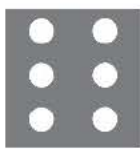
The House of Lucan is hidden deep within the jungle and dedicated to a local warrior god. Most of the locals have long since forgotten Lucan's name, though rumors of a strange temple remain. The temple itself is still intact, and still active, though its priests rarely leave the temple's confines, and do not discuss their home or their calling when they encounter strangers.

The House of Lucan is a single long, low building carved from local limestone and covered in vines that help it blend into its jungle surroundings. The massive wooden doors lead into a single large antechamber, where people can prepare themselves for prayer by dipping their hands into the shallow wooden bowls against the wall and splashing the water (or, during certain rites, blood) onto their face and chest. Past that, the long, wide nave has rough wooden benches on either side. At the far end is a low wooden dais, with the altar of Lucan at the center. To one side of that, a small door leads into the head priest's private chamber. On the other side of the dais is the room that holds Lucan's armor, helm, and sword, which are brought out for each service. These are the temple's greatest treasures and are said to still contain the touch of the god. The temple also has bedrooms for the priests, plus a refectory and a kitchen and a small library. Behind the building is a large clearing, where the priests practice their fighting skills, with each victory dedicated to Lucan himself.

## Things to See

- ✦ Religious symbols, statues, and icons made of wood, ordinary or precious metal, marble, stone, or another substance important to the deity, possibly encrusted with jewels
- ✦ Metal oil lamps or lanterns on metal poles
- ✦ Heavy tapestries, colorful if new or faded with age, depicting abstract designs or significant religious scenes
- ✦ Wooden benches, fabric cushions or mats, or other means of designating places for the faithful to seat or kneel





✦ Ornate seating for the priests and religious ministers, which may be similar to or different from the seating for the faithful

✦ Large candles on heavy candlesticks, created from the same material as or from complementary material to that of the religious symbols

✦ Books, scrolls, or tables inscribed with information about the religion, its deity or deities, its rituals, and the like

✦ Temples still in use would have furniture and other appropriate accoutrements in the priests' personal quarters (cots, dressers, tables, chairs or benches, lights, eating and cooking utensils, etc.)

## People to Meet

Active temples have priests, supplicants, temple guards, and humble workers. Priests have 3D or higher in *Knowledge* and *Presence* and at least +2D in *willpower* and *scholar: (religion)*. Warrior-priests also have 2D+2 to 3D in either *Reflexes* or *Coordination*, and up to +2D in *brawling*, *acrobatics*, *melee combat*, or *missile weapons*. Temple guards have the same as warrior-priests, plus +1D in *throwing* and *running*. Humble workers have at least 2D in *Physique* and an extra pip or two in *lifting* and other necessary skills. Supplicants have no particular skills or attribute levels (the generic person game characteristics listed on page 2 of this book work well for them).

Inactive temples may host scholars and treasure seekers. Scholars should have at least 3D in *Knowledge* and +2D in a *scholar* specialization for their particular field and pips in *languages*, while treasure seekers need at least 2D in *Knowledge* and *Perception*, plus pips in *investigation*, *languages*, *scholar*, *search*, *melee combat*, and *marksmanship*.

**Warrior-priest:** Reflexes 2D+2, brawling 3D+1, melee combat 3D, Coordination 2D, missile weapons 2D+2, throwing 2D+1, Physique 2D, lifting 3D, running 2D+1, Knowledge 3D, scholar 3D+1: (own religion) +1D, Perception 2D, investigation 2D+1, Presence 2D, command 2D+2, persuasion 2D+2, willpower 2D+2. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 12/ *Wound levels:* 2.

## Things to Do

✦ The lost temple has been found at last! Which means its greatest treasure might soon be recovered — but by whom? Whoever gets to the treasure first will be famous. The players' character might be the ones to find it — or they might be hired to protect its location.

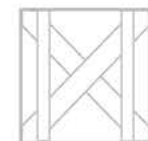
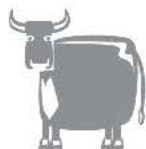
✦ A man staggers into town, strange purple welts covering his body. He gasps out "the ... temple ... awakens" and collapses, dead. What did he mean? And what temple? There are no religious houses anywhere nearby. At least, none that anyone can remember.

✦ The priests of the temple have declared that their time of waiting is over, and the time of celebration is at hand. They throw open the doors of the temple and invite everyone to enter and rejoice with them. This is the first time in recorded history that this has happened — always before this, the priests have kept to themselves. But now they are enthusiastically meeting people and showing them around the temple. It's a wonderful opportunity to see the inside of this ancient and holy place. But what are the priests celebrating, exactly?

## Warehouse

As long as people have had stuff, they have also struggled to house it all. Warehouses are the most utilitarian manifestation of this desire — a building dedicated solely to storing things. The standard warehouse of 100 years ago looked remarkably similar to today's version, and the warehouse of the future will probably also be very familiar.

The standard warehouse is, at its core, a large box-like building, designed to get objects in and out as efficiently as possible. Warehouses traditionally also have utilitarian offices for their workers, usually sectioned off to one side; outside of being traditionally less ornate than their more dedicated cousins, these are otherwise very similar (see the



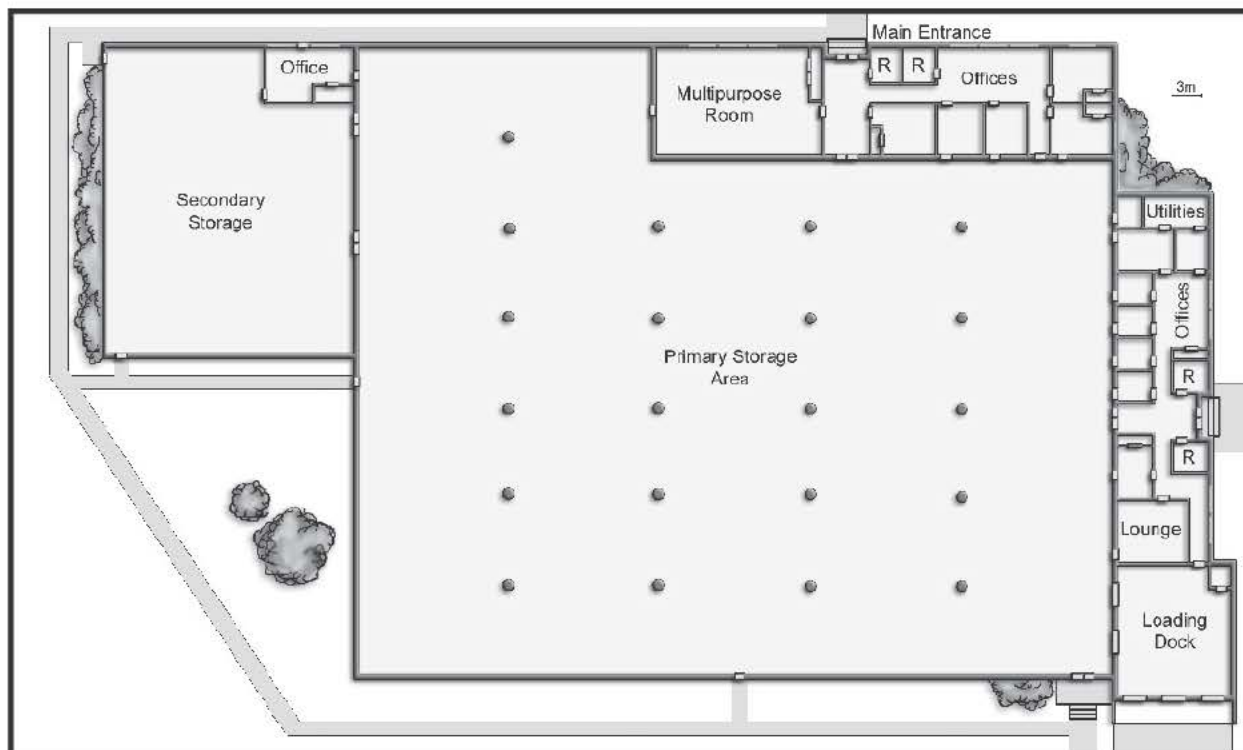
“Office” entry in this book). Unlike retail locations, warehouses discourage visitors; they are situated away from standard traffic (often in a “warehouse district” of town), have bare metal walls with no decoration inside or out, and favor protecting their merchandise over making people comfortable. As such, the typical storage area has no climate control unless the stored product demands it, resulting in extremely uncomfortable winters and summers, if the area has such temperature extremes. This seclusion makes the warehouse easier to load and unload in quiet, but it can also make it a tempting target for thieves.

The standard small warehouse has one roll-up garage-like door by the storage area, and traditional doors into the office. Larger warehouses may have multiple or larger entrances to either area, as might those designed for a specific purpose, such as one intended to store large airplane parts. There are almost always entryways from the office onto the warehouse floor, since those workers are primarily in charge of buying and selling the merchandise, inventory control, or security.

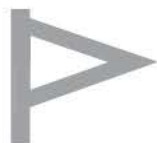
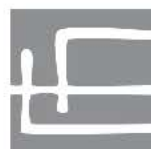
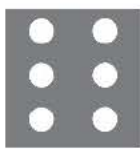
The layout of the warehouse floor primarily depends on what is being stored. In general, ware-

houses have arrangements that ensure every product is accessible, although slow-selling material may be relegated to an out-of-the-way corner. Thus a heavy machinery warehouse would be arranged into wide aisles so that a forklift could transport any particular piece, while a book redistribution warehouse would keep its books sorted by company and ISBN.

What a warehouse lacks in beauty, it usually makes up for in security. Warehouses typically depend on three different types of protection: structural integrity, alarms, and guards. All warehouses rely on a secure construction (usually solid metal walls and doors — 3D to 4D Toughness, depending on importance). Medium-sized warehouses generally have an alarm system; thwarting this requires an Easy *security* check for poor or ill-kept warehouses, Moderate for standard important buildings, and Difficult for those storing the most valuable and expensive equipment. Finally, larger warehouses often have at least one security guard on hand at all hours, and multiple guards might watch exceptionally large or valuable sites. To move palettes of product or equipment, large warehouses utilize forklifts.







## Riding Forklift

Basically a heavy-duty motor on wheels, with a seat directly over the engine and two movable prongs (forks) in the front, the forklift makes multiple tiers of shelving in a warehouse possible, as well as enabling workers to move much more than they could on their own or with a simple, pushed pallet jack.

**Move:** 5 (3.6 kph)

**Passengers:** 1

**Toughness:** 6D (does not protect those in an open cab)

**Maneuverability:** -1D

**Scale Value:** 4

**Price:** Heroic

Warehouses can be customized fairly easily to suit different needs; the only general requirements are storage areas and office space. Thus to mimic a smaller warehouse with the map, simply use the Secondary Storage area as the whole warehouse; the doors connecting the Primary and Secondary Storage areas would instead open to the street or parking lot.

## Don't Miss ...

The Peachtree Road Business Facility, built in 1978, dwarfs many other warehouses in the city. Its primary storage area provides over 6,000 square meters of space, not counting the offices and other rooms, while secondary storage gives another 1,000 square meters. The warehouse's current client is KitchiBath Pros, a major chain kitchen and bath fixtures retailer. They use the warehouse to store the region's supply of bathtubs, countertops, toilets, and the like. (The buff foreman, 34-year-old Al Marshall, jokes that if a fight broke out here, it would literally involve the kitchen sink.)

The Peachtree Facility usually loads product into itself via the primary storage area garage door off the main room, while the loading dock is typically used as a staging area to prepare items for shipping to individual stores. Because the loading dock is so close to the offices and other eyes, sneaking into the

warehouse would be much easier via the primary or secondary storage entrances (Easy *sneak* check), rather than the loading dock (Difficult).

The warehouse's records are computerized and accessible via any terminal, though they are password protected (Moderate *tech* to hack in). The warehouse is also about 50% larger than it needs to be, so while it would be difficult to sneak merchandise out, it would be relatively trivial to get objects in ... especially if the computer record could be modified to account for the mystery parcels.

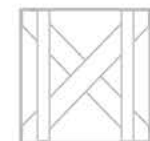
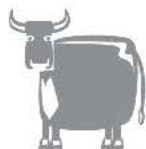
## Things to See

- ✦ Cardboard boxes, wooden crates, or metal barrels
- ✦ Flat pallets constructed of wooden slats or molded from plastic, about one to 1.2 meters on each side, sometimes stacked with containers and sometimes stacked on each other
- ✦ Hand truck
- ✦ Flatbed pushcart
- ✦ Pallet jack
- ✦ Tools and supplies in a toolbox (hammer, screwdrivers, pliers, wire cutters, nails, screws, clamps, etc.)
- ✦ Packing tape on a dispenser gun
- ✦ Metal bands and crimper
- ✦ Yellow or white safety caps
- ✦ Black safety earmuffs
- ✦ Wide rolls of plastic stretch wrap on metal rod dispensers
- ✦ *For office suggestions, see the "Office" entry*

## People to Meet

Standard warehouse employees, managers, and guards should have 2D in most attributes. Those working on the warehouse floor have at least a pip or two more in *Physique* or *lifting*, and a skill die of *piloting: forklift* if that device is used. The manager should have +2 to +1D in *business*. A guard would have at least two skill dice divided among *brawling*, *marksmanship*, *search*, and *security*; the security guard listed in the *D6 Adventure Rulebook* (page 126) is a good, if overqualified, representation.





**Warehouse Worker:** Reflexes 3D, brawling 3D+1, melee combat 3D+1, Coordination 2D, piloting: forklift 2D+1, throwing 2D+1, Physique 3D, lifting 3D+2, running 3D+1, stamina 3D+1, Knowledge 2D, business 2D+1, Perception 2D, repair 3D, Presence 2D, intimidation 2D+2, willpower 2D+1. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 11/ *Wound levels:* 2.

## Things to Do

✦ The players' characters require an essential, rare machine part that has been obsolete for a decade. They find paper evidence indicating that one particular warehouse might contain the item, but the foreperson refuses to search for it since the computer has no record of the item. Can they figure out a way to sneak or bluff their way in, find the dusty part amid the huge warehouse, and escape unnoticed?

✦ An unsavory villain is hiding in a warehouse at night, and it's vital he be stopped ... quickly! Can the players' characters thwart him amid the dangers of darkness, blind alleys, teetering boxes, and the unfettered forklift? And if it's true the warehouse was once used by the government to store arcane artifacts, what happens if the villain finds one?

## Weapons Trial Area

Almost every cop movie or secret agent film has a scene on the firing range. Why? Because it's a chance to show off new weapons, to highlight the character's skill with firearms — or to show the skill of the bad guys. Weapons trial areas are important for anyone who works with firearms or experimental weapons, and any good cop, field agent, or soldier puts in regular hours at such a place. This gives them the chance to try different weapons, to perfect their aim and ease with their preferred weapon, and

to get their weapons repaired if necessary. It's also a good opportunity to see what other locals use, and how their aim is, which can give people an edge if they ever wind up trading bullets with each other.

The weapons trial area can serve as the place examine and try out new weapons. This is where a gun manufacturer will take its newest automatic pistol to see if it's good enough to mass-produce. It's also where an evil genius will test his wrist-mounted flamethrower to be sure he can fry anyone who attacks him. Because of this, the local weapons trial area is the best place to ask for information about the latest unusual weapons. Even if that weapon wasn't fired at that location, the people are weapons experts, and if anyone heard of such a unique weapon they'd remember it and want to talk about it.

Most weapons trial areas are part of an organization. In a few cases, weapons trial areas are independently owned, particularly if they specialize in more exotic weapons. (These might even be hidden from the local law enforcement community.) Otherwise they belong to a large group and are only used by members of that group. For example, a police force generally has its own firing range and its own gunsmiths. A federal agency or a private security firm similarly would have its own. Likewise, gun clubs, by their nature, have their own weapons trial area, and these are open to anyone who

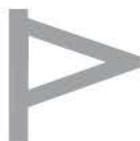
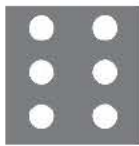
pays for membership. This makes them better places to meet other locals interested in guns but worse places to bring specialized weapons or test out new gadgets.

Every weapons trial area is built around its firing range. Every area has at least one, and larger areas may have

several ranges, typically one for pistols and another for rifles, plus perhaps another for exotics. The setup is always the same: a long room with a row of booths across one end and a row of targets at the other. Whether the targets are clipped on or computer-generated, and the weapons are lasers, crossbows and stake-launchers, or Wild West pistols, this layout remains the same for all ranges.

Most weapons trial areas also have an examination room, where weapons can be disassembled





and checked for damage. Those areas that supply guns also have an armory, with unloaded weapons hanging on racks against the wall. (These place even require that visitors use the supplied weapons instead of bringing their own.) Places that create new weapons have weapons labs, where weaponsmiths design and then craft new destructive devices.

Weapons trial areas operate under certain rules for the protection of the users. For example, the men and women here have all come to shoot guns, and all have guns with live ammunition, but the first rule of the range is never point a weapon at another person. That makes confrontations very tense, because there's the potential for a deadly firefight.

Weapons trial areas can be located just about anywhere — in a city, on the outskirts of a town, or in some secluded location. They might be housed within a larger structure, like a building or a compound, or off on its own. Some openly state their business, with a sign above the door, while others are the type of place only certain people know about, and even fewer are allowed to enter.

## Don't Miss ...

The Civic Gun Club is a cover for the Covert Action Squad (CAS; see their headquarters in the "Secret Headquarters" entry). Every member of the club is a CAS agent, though many fictitious members have been created to prevent suspicion. The gun club owns a building outside the city limits, where its members can fire their guns without violating any civic ordinances. The largest section of the building is devoted to its three firing ranges — one for handguns, one for rifles, and one for exotic weapons. Beside the ranges is the weapons room, which holds the club's latest acquisitions (new weapons the CAS is examining for possible use) on racks against the wall. Past that is the examination room, and behind that are the weapons labs. The surveillance room, near the front entrance, holds the club's security equipment, and between that room and the front door is the security checkpoint. The weapons lab has a concealed escape exit, which leads out to a parking lot behind the building.

## Reloading Ammunition

Reloading a case requires the *repair: firearms* skill, and it cannot be done untrained; the character must have at least one additional pip in the skill. With proper equipment, a character can reload about 50 rounds every hour. When a character attempts to reload a bullet, he generates one total per clip (Character Points may be spent). The standard difficulty number is 13.

Reloading has both benefits and drawbacks. It is possible, by adding an extra measure of propellant or two, to improve damage value or accuracy of a bullet. Bonuses to accuracy are added to the *firearms* skill total when in combat. The process can also increase the likelihood of misfires.

When generating the total for improved ammunition, consult the following chart to determine the effects, which relate to all bullets reloaded in the same clip.

### Reloading Success Chart

#### Skill Roll >

#### Difficulty

#### Bonus

#### Drawback

0–4

None

Misfire on 1, 2, or 3 on the Wild Die

5–10

+2 accuracy OR +2 damage

Misfire on 1 or 2 on the Wild Die

11–15

+1D accuracy OR +1D damage

Misfire on Critical Failure

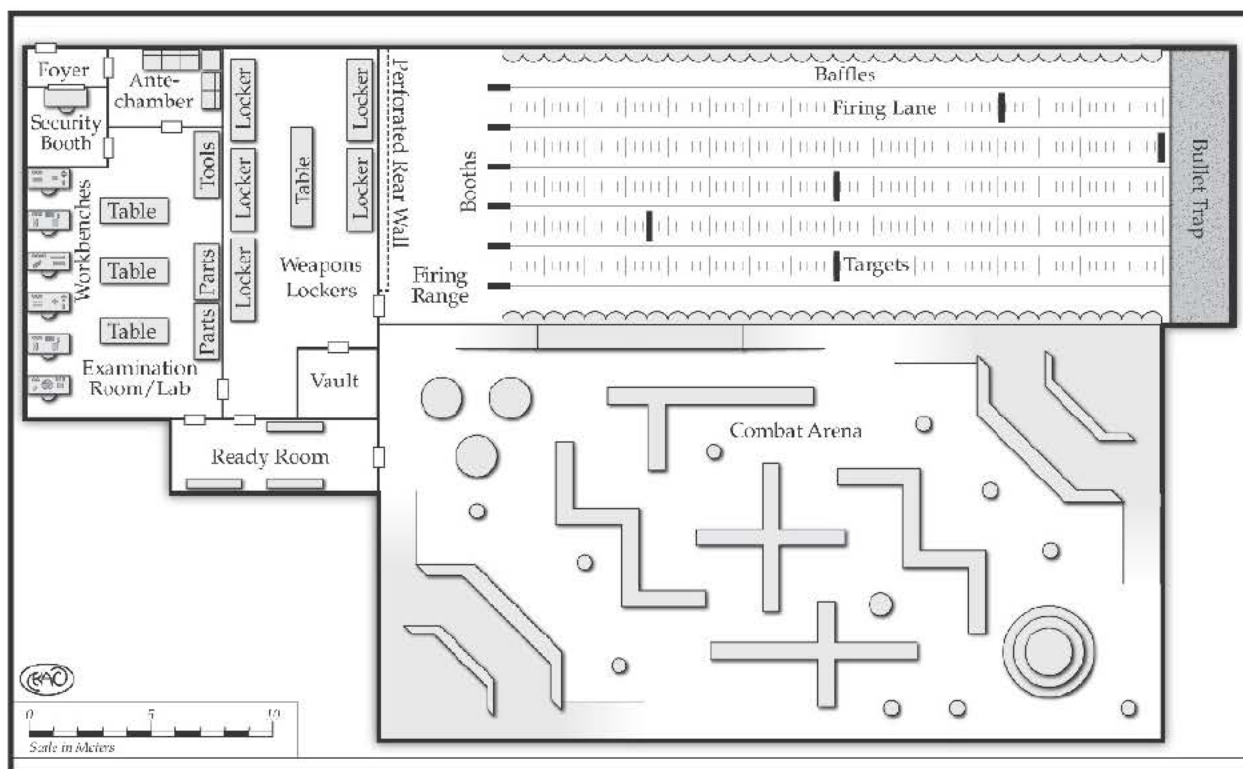
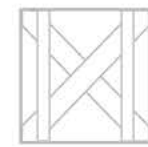
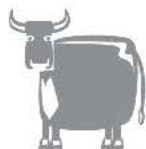
16+

+1D+1 accuracy OR +1D+1 damage

None

Characters who only wish to reload the bullets and not improve them in anyway should ignore the chart. Any amount over the base difficulty could indicate a reduction in the amount of time taken to reload the lot (at the gamemaster's option).





## Things to See

- ✦ Protective gear (helmets, bulletproof vests, arm and leg guards, etc.; see page 114 of the *D6 Adventure Rulebook* for ideas)
- ✦ Weapons (handguns, rifles, knives, bows and arrows, etc. — see pages 115–119 of the *D6 Adventure Rulebook* for possibilities)
- ✦ Cardboard targets attached to or images projected in front of an absorbing wall or wood
- ✦ Weapon cleaning and repair material (rods, rags, clothes, brushes, swabs, sharpening stone, metal files, screwdrivers, scissors, solvents, oils, etc.)
- ✦ Cartridge reloading material (bullets, cases, propellant, primer, cups, wads, etc.)

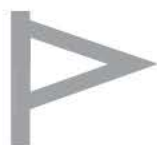
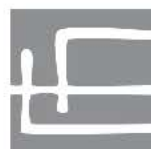
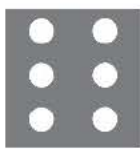
## People to Meet

A standard weapons trial area has security guards, weaponsmiths, and weapons trainers on staff. Depending upon its size and budget, it may also have scientists and clerks. Soldiers and field agents

are the most likely to frequent the weapons trial area. Security guards have at least 2D in *Reflexes*, *Coordination*, and *Perception* and +2D in *brawling*, *marksmanship*, and *security*. For soldiers, see page 127 of the *D6 Adventure Rulebook*. Scientists have 3D or higher in *Knowledge* and 1D or 2D in physical attributes, with some pips in *repair*, *scholar*, and *tech*. (For basic game characteristics, see page 126 of the rulebook.) Field agents have at least 3D in each attribute, with pips in *brawling*, *demolitions*, *investigation*, *marksmanship*, *search*, *security*, *sneak*, and *willpower*. (One example can be found under the “Secret Headquarters” entry in this book.) Weaponsmiths have at least +1D in *marksmanship* and *demolitions* and +2D in *repair* and *scholar: weapons*. Weapons trainers have at least +3D in *marksmanship* and +1D in *repair*.

**Firearms Instructor:** Reflexes 2D, Coordination 2D, marksmanship 5D, Physique 2D, Knowledge 2D, business 2D+1, scholar: firearms 5D, tech: computers 2D+1, Perception 2D, repair: firearms 3D, Presence 2D, command 2D+2, willpower 3D. *Move:* 10. *Strength Damage:* 1D. *Body Points:* 10/ *Wound levels:* 2.





## Things to Do

✦ The players' characters have been sent down to get tested on the newest concealable pistol. But when they enter the weapons trial area, the place is deserted — which is strange, since there's always someone on duty here. Then they notice that the armory's been cleaned out. Somebody has robbed the place! Worse, not all of those weapons are public knowledge — nor are they all strictly legal. The characters have to figure out who took them, and then find the culprit and get everything back. And soon.

✦ This area's criminal organization has its own building where its men can go and practice with their weapons. It's the perfect place to identify gang members and find out what they're up to — assuming the characters can get inside the structure. The security is very tight, and there's no way they'd let a cop or a fed into the building.

✦ The player's characters have heard rumors that a new handheld laser is being tested soon. The weapon, if it works, could be worth a fortune — including to the characters. The only problem is, it's being held in the Feds' own weapons trial area. That means breaking in through federal security, finding the laser, and getting back out unseen.

up to the posts slack and are tightened by inserting a metal bar through the center of the turnbuckle and twisting the bar. Turnbuckles are very solid and can be quite dangerous if exposed. For this reason a large pad covers each one — most of the time.

Then there are the ropes. Every wrestling ring has three ropes on each side. Ropes have gone from being mainly adornments used to keep the action in the ring area to integral parts of a wrestler's repertoire. Ropes are usually made up of steel cable covered with a thick padding. The tightening of the ropes with the turnbuckles gives them their spring (+2 to *acrobatics* rolls when using the skill) and lets the wrestler bounce on, off, and over them.

The mat is the canvas floor of the ring, but it is much more than that. Underneath the ring itself are springs designed to give some bounce to the mat. Through the combined use of turnbuckles, ropes, and a spring-loaded mat, professional wrestlers manage to pull off their eye-popping stunts.

Around the base of the ring is a cover sometimes decorated with a wrestling logo that hides the ring's underneath portion. It also acts as a good place to hide things participants are not allowed to have in the ring (at least according to the official rules).

Outside of the ring itself is what's called the "ring area." This area is separated from the crowd by a steel barrier. Inside the ring area are often the an-

nouncer's table, the ring bell, timekeeper, announcers, ring steps, and various camera crews (if the event is televised).

## Wrestling Ring

The squared circle, as it's affectionately called, is the center of all (well, most) of professional wrestling's action. What may seem to be just three sets of ropes tied to a few steel posts is actually a carefully designed structure built to enhance the wrestling experience.

To describe a generic wrestling ring, let's do a top down, inside out approach. First, there are the steel corner posts. These are the ring's anchors and keep it steady with all the action going on inside and out.

Next are the turnbuckles. Each rope is connected to the ring posts via a turnbuckle. Ropes are hooked

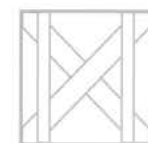
### Wrestling Ring Variations

Since most wrestling rings are pretty generic, this section describes a variety of variations on the standard wrestling ring. This does not include events like "tables" or "tables, ladders, and chairs" matches that revolve around bring things "into" a standard ring.

### Barbed Wire

A particularly vicious type of wrestling match is the barbed wire match. In this match, the ring





ropes are actually replaced with lengths of barbed wire stretched between the turnbuckles. Other than the obvious effect of cutting anyone coming into contact with the wire, it also grounds high-flying wrestlers, as the barbed wire doesn't give them the same footing or support a standard ring rope would.

## Cage

In a cage match, the ring is surrounded by a cage usually made of chain-link material (like a fence) with a steel support ring at the top and a door in one corner, but a few shows have had elaborate steel crossbar cages, which are easier to climb. The idea behind a cage match is to be the first person to escape to the outside via the door or by going up and over the cage itself.

## Cell

A cell match has the same basic principle as a cage match, except there is a roof on top of the cage preventing anyone from leaving — at least in the-

ory. Cell matches are known for their ferocity and for wrestlers escaping to the outside of the ring and climbing the cell itself. The cell's top then becomes a makeshift ring area where a wrestler could end up plummeting five meters to the floor below.

## Exploding Death Match

The king of all hardcore matches, the Exploding Death Match combines the barbed wire match with explosions. The exploding portions of the ring are sometimes placed in the corners on the turnbuckles, or outside the ring itself on the floor around it in the ring area. Coming into contact with any of these areas cause them to explode, doing serious harm (damage 3D) to the wrestler.

## Multiple Rings

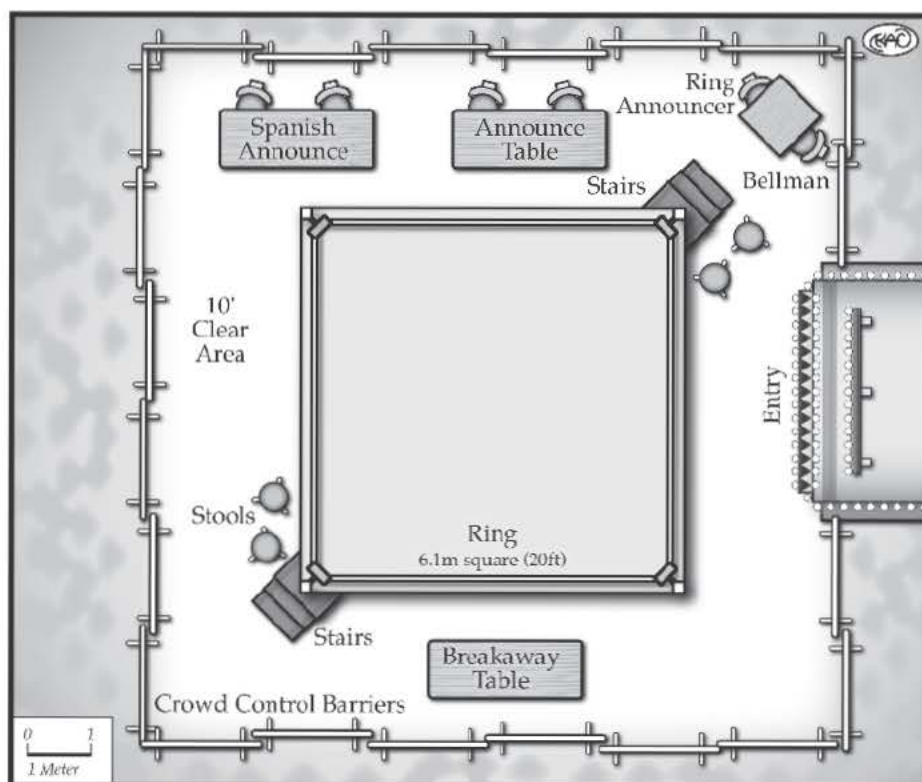
While not a variation in itself, some events have two or more rings are placed side by side, and the wrestling action flows between them. Sometimes multiple rings have been paired with cages or cells to create truly different wrestling experiences.

## Pole

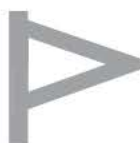
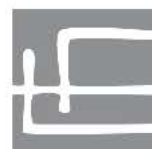
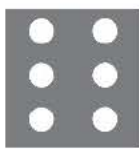
In this match, a pole is placed in one or more corners of the ring and the first person to reach the item on the pole wins the match. A variation of this theme has a weapon of some sort hanging from the pole, and the first person to grab it is allowed to use it on his opponent.

## Scaffold

One of the most dangerous of all matches, a scaffold match consists of a regular wrestling ring with a







scaffold built up and over it. Two or more combatants climb opposite sides of the scaffold, and the participant standing on it is the winner.

## Things to See

- ✦ Metal folding chairs
- ✦ Thin particleboard folding tables
- ✦ Handheld microphone
- ✦ Baseball bat
- ✦ Wooden or aluminum stepladder
- ✦ Glasses or plastic bottles of water
- ✦ Glass bottles of beer
- ✦ Thin metal garbage can with lid
- ✦ Stop or street sign
- ✦ Length of metal chain, a meter or more long
- ✦ Brass ring bell attached to a small plywood stand, with a metal bell hammer
- ✦ Whistle on lanyard (usually around the referee's neck)
- ✦ Ice-filled towel or gel-filled cold pack
- ✦ Championship belt made of gold-plated metal and leather

## People to Meet

Wrestlers have at least 2D in every attribute, with 3D or 4D in *Physique* and *Reflexes*. Some wrestlers have a higher Intelligence as well. All have at least +2 (often more) in *acrobatics*, *brawling*, *melee combat*, *lifting*, *con*, and *persuasion*. Other common skills include *business*, *charm*, *climbing*, *dodge*, *jumping*, *scholar*, *sneak*, *stamina*, and *throwing*.

**Wrestler:** Reflexes 3D, acrobatics 4D, brawling 5D, jumping 3D+1, Coordination 2D, Physique 3D, lifting 4D+2, running 3D+2, Knowledge 2D, business 2D+2, scholar: wrestling 4D, Perception 2D, Presence 3D, intimidation 4D, persuasion 3D+2, willpower 3D+1. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 14/ *Wound levels:* 2.

## Things to Do

- ✦ Ever since White Dragon cheated the Hype out of his title, the former champ has been seek-

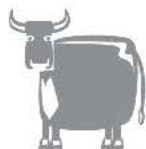
ing revenge. White Dragon has done his best to dodge Hype by making him go through a slew of intermediaries or using match stipulations against him. Now the Hype has his chance. In a straight up, mano a mano contest with no disqualifications and no interference from the back, the Hype gets his title shot at White Dragon. But is there something else going on at the show, something more than the public story about two wrestlers feuding, something that could turn deadly?

## Zoo

Zoos became popular in the late nineteenth century as public attractions, even though they have been around in one form or another for centuries. Historically, a number of monarchs have kept private zoos, especially in Rome and the Far East. However, these zoos, as well as most nineteenth-century zoos, were not much more than rows of cages. Mortality rate of the animals, and handlers, was fairly high.

Modern zoos use open habitats to house most of the animals. These habitats are separated from the public by guardrails and sometimes deep trenches or moats. Vegetation and rocks give a natural look and feel, though the animals can usually retreat to a den, which is far more stark, inside the exhibit. If the zoo is large, the den might have a viewing area that allows the public to see the animals in their retreat as well. Less aggressive animals may have a simple fence or short wall dividing them and their camera-wielding predators. Goats, sheep, and easily domesticated animals are often housed in fenced "petting zoos," where children might get to touch and feed them.

Exceptions to this kind of animal display exist for creatures that can more easily escape or need a special climate. Birds are normally kept in a sanctuary covered by a massive cage or net, which might have a lagoon for water birds. Reptiles are kept in a structure with glass-walled rooms, monkeys in large areas or cages with trees or tree-like structures, and



bats in an enclosed building with an observation section at one end. Additionally, some zoos have penguins, otters, seals, and walruses, which require an aquatic habitat with islands and ponds. In rare cases, zoos may have dolphins, whales, and displays of exotic fish.

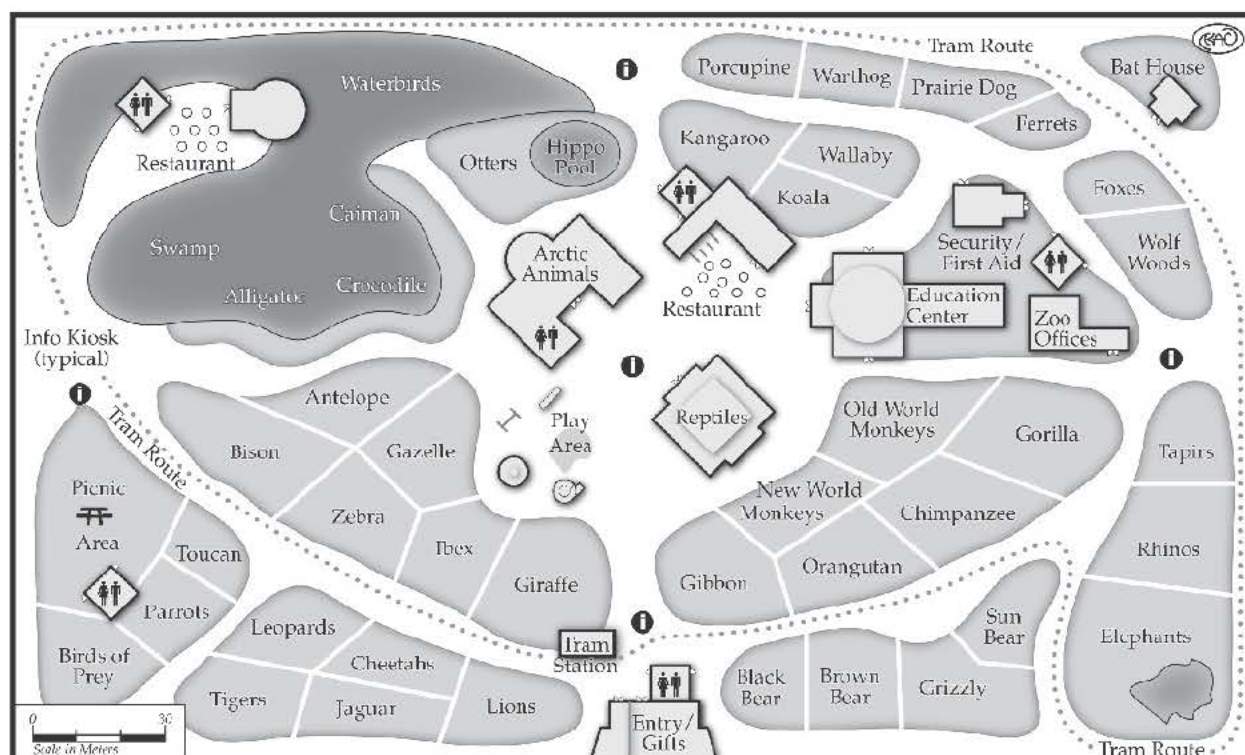
Wide, concrete or asphalt walkways twist and turn between and around hubs of habitats in the modern zoo. Exhibits are usually grouped together by species, such as big cats, bears, elephants, small mammals, aquatics, and similar categories, or by region, such as Africa and Asia. There is generally a snack bar or restaurant, gated ticket center, and administrative building with educational facilities, security, and first aid. Unseen by the public is typically a veterinary clinic where most any kind of medical procedure can be performed. These facilities are either in areas obscured by foliage or living plant walls, encircled by habitats, or occasionally underground, linked by tunnels.

Zoos are a locale that is packed with scores of innocent bystanders; to make situations even more interesting, there are hundreds, even thousands, of wild and exotic animals in the mix as well. With the proliferation of daft Australian wildlife show hosts,

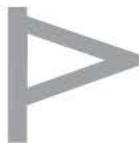
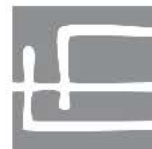
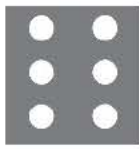
numerous exotic creatures have been snatched, tranquilized, boxed up, and placed in sleepy suburban zoos. The idea of an encounter with a rare Amazonian snake so poisonously lethal that organs shrivel at the mere mention of the name now become a lot more believable.

On a daily basis, the ingredients for sheer disaster such as a church group and a lion, two natural enemies, are kept apart and safe while maintaining an educational, family experience. Most common problems such as medical emergencies, extreme weather, power outages, and so are usually contained. It generally takes a very clever animal, a miscreant presence, or an inept zoo employee to release an animal into the general populace. Nonetheless, animal escapes into the keeper areas behind the exhibits do happen fairly frequently.

Adventures surrounding zoos in a nonsupernatural setting often involve animal theft, by greedy individuals meeting a black market request or by animal activists seeking to “free” the creatures from their captivity. In mystical or science fiction settings, circumstances in the zoo can be far more unusual. For instance, masters of mind control may seek animal familiars to aid them in their goals. Similarly, what







appears to be a mundane bear might actually be a shapeshifter. For an espionage twist, the creatures could have been taken from dozens of countries, which opens the possibility for the involvement of many cultures and governments. Discovering the existence of a stolen panda in the local zoo may enrage a Chinese ambassador, and it becomes the character's responsibility to resolve the incident.

There are a number of environmental and political issues that can be blended into zoo encounters. Zoos in modern day are often educational platforms for wildlife protection, repopulation of endangered species, and conservation of habitats such as the rain forest. Thus, studious scientists, opportunistic corporate interests, and the lunatic fringe of activism all frequent this location and could possibly cause trouble because of their enthusiasm for their cause.

## Things to See

- ✦ Stone benches
- ✦ Metal or plastic signs with information about the animals or directions to other areas of the zoo
- ✦ Sturdy, green metal garbage barrels
- ✦ Walkie-talkies
- ✦ Ring of keys for animal cages
- ✦ Plastic buckets of food (grain, fruit, fish, etc.)
- ✦ Wooden brooms and mops and plastic or metal pails
- ✦ Golf carts (for the animal handlers)
- ✦ Strollers
- ✦ Green trash barrels mostly filled with crushed cups and half-eaten food
- ✦ *For additional food ideas, see the "Amusement Park" entry*

## People to Meet

In modern zoos, zoologists make up most — if not all — of the staff. They have 2D in all characteristics except *Knowledge* at 3D and have *brawling*: *grabs*, *dodge*, and *survival* skills of +1D to +2D as a result of working with the animals. Their *medicine* and *scholar*: *biology/zoology* is typically +3D. Zoo

security has 2D for all attributes with *brawling*, *dodge*, *marksmanship*, *medicine*, and *security* skills of 3D. They often use transports like golf carts, light trucks, and Jeeps that carry first aid kits, tranquilizer guns, and restraints (such as nets, bags, cages, and rope).

The *D6 Adventure Rulebook* contains a few zoo-appropriate animals. For other creatures, use these quick guidelines: Set a scale based on an animal of similar build with a *Physique* of 1D to 2D for small animals, 2D to 3D for Human sized, and 4D to 5D for larger creatures. Assign a *brawling* skill of 3D to 4D for herbivores and 5D to 6D for carnivores, plus include a damage bonus of +1D to +2D for bite, claws, hooves, tusks, or similar natural weapons. Special natural abilities, such as poison, can be adapted from other creatures or Special Abilities listed in the *D6 Adventure Rulebook*.

**Zookeeper:** Reflexes 2D, brawling 3D, Coordination 2D, Physique 2D, lifting 3D, running 2D+1, swimming 2D+1, Knowledge 2D, business 2D+1, medicine 2D+1: animals +1D, scholar 2D+1: animals +2D, tech: computers 2D+1, Perception 2D, investigation 2D+1, search 2D+1, Presence 2D, animal handling 3D, willpower 2D+1. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 9/*Wound levels:* 2.

**Black Bear:** Reflexes 2D+2, brawling 4D, climbing 4D+2, sneak 3D+2, Coordination 1D, Physique 4D, running 4D+2, Knowledge 1D, Perception 2D+2, search 4D+2, Presence 1D, intimidation 4D, willpower 3D. *Move:* 15. *Strength Damage:* 2D. *Body Points:* 13/*Wound levels:* 2. *Natural Abilities:* claws (damage +1D; +5 to climbing totals); bite (damage +1D); thick fur (Armor Value +1); large size (scale value 1)

## Things to Do

✦ The local zoo calls in the players' character to investigate the theft of several animals. Fearing the detectives may be onto him, a security guard in on the heist baits the heroes into the surgical clinic. The door locking behind them, the characters face a tiger past due for his check-up and morning feeding...





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